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STRATEGY GUIDE



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When CIA agent, Sydney Bristow, is called in to work on her day off she knows there must be something serious going down. The order came from the CIA's best mind – her father Jack Bristow.

A fellow operative, Agent Jacobs, has disappeared under suspicious circumstances. His last communiqué to the CIA contained highly sensitive intelligence regarding Sydney's arch nemesis, Anna Espinosa, formerly a top agent for a rival agency, now gone rogue.

While Sydney's been having free time, Anna has been busy – hard at work taking over the "Followers of Rambaldi" cult, a cabal of zealots hell bent on bringing the visions of 15th century philosopher, physicist and prophet Milo Rambaldi to life. Now Anna has been twisting those visions to suit her own agenda, working on the construction of something referred to only as "The Machine." Even more worrisome, it seems Anna has been teaming up with Sydney's old sparring partner Mr. Sark, a slippery and cunning gun-for-hire, along with Sydney's ex-boss Arvin Sloane, a highly intelligent but utterly corrupt crime lord and a man Sydney thoroughly despises.

Sydney is tasked to find out what this trio of "most wanted" fugitives is working on and discover exactly what "The Machine" is. She is ably assisted by her back-up team; Marcus Dixon, her field partner and a loyal friend; Michael Vaughn, her CIA handler; and Marshall, a socially inept technological whiz with a gadget for every occasion.

Starting in Agent Jacob's last known position, a Monte Carlo casino, Sydney locates a data disc in a dead drop. Hacking into a computer in the executive suite, she discovers that the casino's luxurious exterior hides a huge arms manufacturing facility in the basement. Now Sydney has to acquire the laser prototype being tested there, sneak back into the casino to spy on a meeting between Anna and Sark and finally escape from the casino's grounds with armed guards and a helicopter gunship in hot pursuit.

Jacobs' data leads the team to a museum in Saudi Arabia proudly displaying new artifacts... a mysterious set of bones found in the desert with links to Rambaldi. When Sydney covertly enters the museum to acquire the bones she finds that Anna has the same idea at the same time, except Anna has brought along her task force. Racing against Anna's forces, Sydney must collect all the bones before getting a trace on a fleeing Anna that takes them to ruins in the desert. Here Sydney's best efforts are thwarted by Anna's underhanded tactics, which force Sydney to put friendship before professional loyalty, and incidentally, disarm a rather large nuclear warhead. >>

While Sydney has been in the desert Vaughn has tracked both missing agent Jacobs and a mathematician Dr. Caplan to an insane asylum in Romania where prisoners are being held against their will. Breaking into the asylum, Sydney discovers that the prisoners are being used as human guinea pigs for Anna and Sark's experiments with their laser. After freeing Caplan and Jacobs, who in turn free the prisoners, Sydney initiates a daring plan to take Sark into custody and put an end to the experiments by starting a chemical reaction with the laser components, which destroys the asylum when the reaction goes critical. The horrific truth about the experiments comes out as Caplan is debriefed back at the CIA.

Trading his intelligence for immunity, Sark tips the team off that Arvin Sloane is cutting a specific diamond to Anna's very precise specifications in a laboratory beneath an embassy in Hong Kong. Gaining admittance to the embassy by attending a glamorous party in the ballroom, Sydney gets into the cutting room and manages to acquire the diamond. She is forced to trade it for the lives of the innocent embassy partygoers when Sloane appears on the scene and informs Sydney of the C-4 explosives he has placed around the embassy as insurance. Ignoring Sydney's warnings about Anna, he triggers a countdown on the bomb giving Sydney and Dixon just a few minutes to evacuate the embassy and get themselves to safety.

Tracing Anna to Rio, Sydney tails her to a nightclub where she is scheduled to meet with Sloane. Bugging a meeting between the two, Sydney finally manages to discover the true, awful potential of "The Machine," and its location in an underground bunker in Russia. As Anna marches off a double-crossed Sloane, the CIA operatives receive a surprise visit by a Followers of Rambaldi SWAT team. Realizing there is a mole in the agency, Vaughn attempts to stop the raid only to find that the security leaks have come from the most unlikely of sources. The CIA team must regroup to draw up their final make-or-break plans to stop Anna's nefarious plan.

Following a HALO parachute jump insertion, Sydney must use all the skills she has learned to infiltrate the bunker. By stealth, combat and quick thinking Sydney gets past Anna's forces and finds a captive Sloane. Reluctantly agreeing to an uneasy truce with him, Sydney must defeat Anna and figure out how to destroy the mighty Machine to stop ecological disaster being launched on the whole planet. As Anna's grand scheme and the bunker begin to collapse around her, Sydney has to push herself to the limit to escape with her life.



> SYDNEY BRISTOW

Agent Bristow is the central character in Alias. Sydney is a spy, and was a double agent working for two conflicting intelligence agencies. For several years she worked for SD-6, a covert agency trading intelligence for profit working outside any government control, although at first she was told, and believed, that she was working for a secret branch of the CIA.

When Arvin Sloane had her fiancé killed, Sydney discovered the true nature of SD-6, and went to the CIA, hoping to help them destroy SD-6. She finally managed to do this and SD-6 was no more. She now works for the CIA full time.

> MARCUS DIXON

Marcus Dixon was Sydney's mild-mannered and reliable partner at SD-6. They completed dozens of missions together and have built up a trusting and solid working relationship. He is now working for the CIA following the dissolution of SD-6.

During Sydney's missions, Dixon provides vital information and mission updates via the HUD communications link.

> MICHAEL VAUGHN

Agent Vaughn works for the CIA and was assigned as Sydney's "handler" when she began working for the CIA. Not a field agent initially, he has become gradually more personally involved with the missions, in large part due to his romantic feelings for Sydney.

He will provide additional information and mission updates through Sydney's communications link to update her with objectives.

> ARVIN SLOANE

Arvin Sloane was once the crafty head of SD-6. He has disappeared since the dissolution of SD-6. He is a ruthless and calculating man who will kill or leave for dead anyone he considers even the mildest of liabilities. Sydney despises him.



> MARSHALL FLINKMAN

Marshall Flinkman is the head of Operations Technology, a geeky gadget genius more at home with engineering than with people.

Flinkman appears during mission briefings to outline the use of the mission's Op-Tech devices, and may also appear during missions (through the communications link) to give Sydney any additional information she might need about the gadgets.



> MR. SARK

Mr. Sark is a cunning freelance spy who is currently working for Arvin Sloane. He has had numerous dealings with SD-6 and Sydney, and is a formidable opponent. He is skilled in combat, extremely intelligent, and usually one step ahead of the game.

Sydney will encounter Sark several times, and will have to use all her skills to deal with him.



> ANNA ESPINOSA

An agent for a rival intelligence agency (the Russian-based K-Directorate), Anna has been Sydney's nemesis for years, often in competition with Sydney for exactly the same artifacts and intelligence. Since "The Man" had Sark assassinate the head of K-Directorate and kidnap their second in command, Anna has struck out on her own, attempting to collect Rambaldi artifacts for herself.



> JACK BRISTOW

For years, Sydney thought her father was nothing more than an emotionally frozen airplane parts salesman. But now she has discovered that he has been working for the CIA since she was born.

Jack Bristow is one of the CIA's keenest intelligence minds - but his cold demeanor has always made it difficult for the two to bond. Now, when the stakes couldn't get any higher, Jack and Sydney will have to bridge the emotional gap between them - and save the world in the process.



Throughout her missions Sydney will need to use numerous Op-Tech devices in order to complete certain objectives. In addition, she will have use of a digital notebook showing her Opt-Tech inventory, area maps and mission objectives. Many of the maps are obtained through game play. Be sure to look around and grab the maps when you find them. Once obtained, maps will come in very handy for locating quest items, establishing your bearings and observing the locations of your enemies.

The digital notebook also contains a combat and stealth

tutorial. Be sure to familiarize yourself with all of the available moves. You are going to need to perfect your combat and stealth techniques if you want to accomplish your missions. Practice makes perfect!

Op-Tech items are added to Sydney's inventory. Items can be used when standing within their usable range and are added via the mission briefing at the start of each level, or gained during a mission from one of her fellow operatives. Op-Tech items are never seen while being carried by Sydney.

> DISGUISES

Often during her missions Sydney will need to slip into a disguise to infiltrate certain areas. You may start a mission with a disguise such as a waitress uniform in the casino or dressed as a wealthy benefactor at the museum. Disguises will allow Syd to move freely through areas without alerting various nefarious enemies. Once out of disguise, Sydney must rely heavily on her stealth suit.



> STEALTH SUIT

Sydney's stealth suit is a custom-issue black neoprene suit with light body armor and additional storage pockets. Non-reflective coating on the fabric renders the wearer virtually invisible in shadow. The stealth suit offers protection from cold down to temperatures of - 15 C.



> LOCK PICK

The lock pick can only be used when in range of pickable locks. When out of range, the lock pick icon will appear as unavailable within Sydney's Op-Tech inventory. The lock pick is a pick and torque wrench set with added digital lock analysis. It scans the configuration of the lock barrel and pins and displays a visual readout of the order of the pins, and the pressure applied. The lock pick will pick all makes of locks with up to 8 pins.



> REMOTE MODEM

The remote modem is used to bypass computer security systems, allowing Sydney to hack into computers and relay data back to headquarters. The remote modem can only be used when in range of a hackable computer. When out of range, the remote modem icon will appear as unavailable within Sydney's Op-Tech inventory. Connected to most any computer port, the remote modem will analyze the system and provide a graphical readout of the security protocols in use.



> MINI CAMERA

At certain times it will be vital to obtain photographic evidence, which can be beamed directly back to headquarters. The mini camera is a micro digital camera with telephoto lens. The auto-filter preserves the limited bandwidth on a secure transmission channel by ensuring that only vital intelligence images are retained. Once the mini camera is selected from the Op-Tech inventory, the view changes to a first person "through the lens" perspective and Sydney cannot move while it is in use.



> RAZOR PRISM

The razor prism is used to intercept video signals without detection. These signals can be beamed back directly to headquarters. The razor prism is a great device for tapping into the numerous security camera systems Sydney will encounter. When the razor prism is activated on a camera system, a split screen view of the active camera will be shown alongside the main screen. Often Sydney will have to return to the location of the planted razor prism to retrieve it for later use or to keep it out of the hands of the enemy!



> EMP gun

The EMP gun is a hand held generator that creates a directional electro-magnetic pulse wave, disrupting electrical equipment within a six-meter range. It can also disable CCTV cameras for 10 seconds at a time. The EMP gun will come in very handy during many missions. NOTE: The EMP wave has the side effect of repelling light metal objects. Aiming and firing the device at cans and other movable objects will often distract guards making stealth infiltration easier.



> FINGER-PRINT REPLICATOR

The finger-print replicator is used to scan unconscious subjects' fingerprints. Like the DNA monitor it will only work on subjects linked to it. Sydney will need to replicate fingerprints to gain access to restricted areas. The finger-print replicator scans a subject's finger-prints when placed directly in contact with the device, then replicates the prints in a liquid polymer. The cooled polymer fakes can be applied over the fingertips of the user to fool automatic finger-print security checks.



> LASER BEAM INTERRUPTER

The laser beam interrupter is a compact magnetic gun equipped with two reusable interrupters that when fired will auto-lock over the base of a laser sensor, breaking the beam without setting off the alarm. The gun will magnetically reclaim a planted interrupter over the surface of a beam socket when fired while targeting it.

When selected from Sydney's Op-Tech inventory the camera enters first person mode. The cross hair target will indicate whether or not the gun is in range of and targeting a valid target. The laser beam interrupter has two mirrors which it can fire and reclaim.



> HARD DRIVE DOWNLOADER

The hard drive downloader copies all data from any brand of hard drive to itself at 40 Gbs per minute when placed in close proximity to a computer. It has a built-in transmission device that can lock onto its coordinates with a satellite to activate the transmission of data.



> TRACER SERUM

The tracer serum is a tasteless, odorless serum filled with radioactive isotopes. When ingested by a subject it will allow Sydney's fellow operatives at headquarters to track the subject for up to 24 days.



> DNA SCANNER

The DNA scanner is an advanced biometric scanner that matches DNA samples to a remote database. The scanner samples DNA from a live target up to six meters away by filtering cells in the air. In order to scan the DNA of a deceased subject, the DNA scanner must be placed in contact with the body.



> CCTV SIGNAL JAMMER

The CCTV signal jammer is a two-part device that disrupts security camera video feeds. The frequency scrambler is inserted into the coaxial signal splitter on a main control board and activated for ten seconds at a time by the remote. The remote device works within a 1,000 meter radius of the scrambler.



> KEY CODE DESCRAMBLER

The key code descrambler is a device that attaches to any standard keypad security lock. The descrambler unscrambles the correct entry sequence and opens the lock. The descrambler will be used often during the nightclub level.



> DE-IONIZED NITROGLYCERINE

De-ionized Nitroglycerine is a chemical compound designed to decay the stabilizing element of the Rambaldi fuel cells. The fuel cells will become highly unstable minutes after the compound is introduced resulting in explosive force.



> LASER

Activating this gadget will change the display to first person. The laser will come in very handy when looking for a way out of the asylum laboratory.



COOLANT JET GUN

The coolant jet gun can be fired at the base of heat sensor beams. The gun shoots out balls of liquid nitrogen to disable them. The effect will last only for several seconds before the heat from the beam breaks it down and renders it ineffective. The jet gun is also used for breaking through locks. It will not cause damage to enemies.



DV RECORDER

Also called a "glass tap," this miniature DV recorder when attached to a glass surface will record audio and video on the other side of the glass. You'll need this handy item when you reach the roof of the nightclub. It will be the only way you and your fellow operatives can determine just exactly what Anna and Sloane are up to!



SOUND BOOSTER

The sound booster is an ultra-sensitive parabolic microphone with circuitry to amplify directional sound and reduce background noise. It can pick up the slightest of sounds in almost any terrain and under almost any weather condition. The sound booster comes equipped with both record and playback features. Using the sound booster will be the only way you can gain access to Anna's underground bunker.



NEUTRINO READER

The neutrino reader is a scanner that detects the presence of neutrino particles. When kept in range of a neutrino emitting body, it can establish a lock on the neutrino signature, which can then be remotely tracked. You'll need to use this device to successfully keep up with Anna as she tries to make her escape from the museum.



ENHANCED VISION

Enhanced vision is an experimental technology based on advanced matrix computing to extrapolate the sight range of surrounding live and mechanical targets. These ranges are displayed visually, allowing the user to predict the sight lines of potential aggressors. Enhanced vision is very useful for observing enemy patrol patterns from hidden locations.



THERMAL IMAGING

The thermal imaging eyepiece monitors thermal energy using infrared rays, allowing the user to identify live targets and areas of extreme heat and cold. Often at night and in dark locations such as the desert ruins, the thermal imaging device is an indispensable tool for tracking (and fighting) enemies.



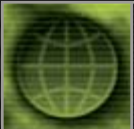
WALKTHROUGHS_

LEVEL 1_ CASINO



LOCATION_

Casino in Monte Carlo_



OP-TECH DEVICES_

Lock Pick_
Remote Modem_
Razor Prism_

Finger Print Replicator_
Vial of Tracer Serum_
Laser Prototype_



DISGUISES_

Cocktail Waitress Outfit_

Stealth Suit_

MISSION BRIEFING_

Yesterday evening, we lost contact with a well-placed source that went undercover among the Followers of Rambaldi. He managed to infiltrate a cell run by Anna Espinosa.

Our source, Agent Jacobs, informed us that Anna has been working on something referred to only as "The Machine." Before being compromised, he made a successful dead drop inside Anna's current location, a Monte Carlo casino operated by Sark from one of his mansions.

You and Dixon will be infiltrating the casino. We've already established your alias as a new waitress.

There are two things you have to do in the Casino. If you get too close to Sark, he'll recognize you, but we can tag his driver. Drop a traceable radioactive serum into the driver's drink. That will allow us to track his movements.

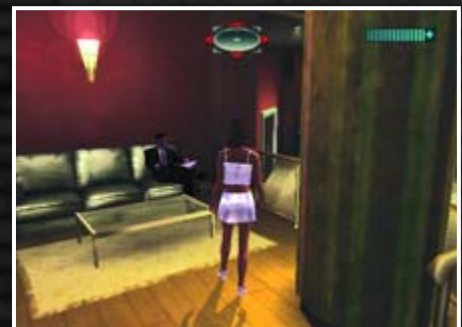
Once you do that, you'll recover Jacobs' dead drop. He stored his intel on disc, and hid it in a secure location inside the casino. Hopefully, it'll tell us more about "The Machine" - as well as what Sark and Anna are up to. When you find the disc, bring it back to CIA for analysis.

The mission starts with an establishing shot of Sydney entering the casino in a sexy cocktail waitress disguise. The camera pans around to show off the splendor of the fabulous private casino. A large bouncer accompanies her. The bouncer closes the doors, nodding to a second bouncer guarding the door. At this point, you are not in control of Sydney.

OBJECTIVE: Find Dixon and get the Tracer Serum. Sydney will need this to "tag" Sark's chauffeur_

The first task is to find Dixon inside the casino. He is sitting at a table in the raised drinking area. The red pointer on the in-

game radar will direct you toward where he is sitting. Follow the direction of the arrow to find Dixon. You can move around the casino unhindered since Sydney's disguise fits in perfectly. In your waitress disguise you cannot start a fight on the casino floor. Should you change outfits here you will be instantly spotted, failing your mission.



The casino exits are blocked by security guards that will tell you to return to work if you attempt to pass. Throughout the casino, listen to what patrons and employees have to say. Some merely babble while others provide useful insights as to what you should keep in mind as you carry out your mission. All doors are either blocked or locked except the kitchen door. The kitchen door is situated behind the bar.



Once you find Dixon he will give you your Op-Tech items including the tracer serum. Dixon also indicates that Marshall has successfully tapped into the casino's security communications network and that Sark's chauffeur has been knocking back Bloody Marys, offering the perfect opportunity to plant the serum.

OBJECTIVE: Drug Sark's chauffeur.

Now with the serum, approach the bar where the head waitress is located and order up another drink for the driver. It's now time to place the serum in the drink without the waitress noticing. Select the tracer serum from your Op-Tech inventory. Once the serum is highlighted, wait for the waitress to turn away, then administer the serum to the drink. If you're caught placing the serum in the drink you will have to attempt the maneuver again. Next, pick up the tray with the drinks and deliver the tray to the chauffeur to complete the next objective.



After successfully tagging Sark's driver with the serum, Vaughn communicates to Sydney that Jacobs dead dropped the data disc in the freezer room beyond the kitchen at the back of the casino.

OBJECTIVE: Retrieve the data disc from the freezer room.

You must now make your way to the kitchen. This area is reached by accessing the double doors located behind the casino's bar area. You must get behind the bar without the head waitress noticing. If she sees you, you'll be sent back out to the casino floor and will have to attempt to re-access the double doors. Wait for the waitress to leave the bar area to walk the casino floor. Then run behind the bar down to the double doors and quickly pass through to the small hallway beyond. Once safely in the small hallway, you will find a **SAVE POINT**.



The area immediately inside the door from the casino is a safe zone giving you a chance to stop and take in the stealth puzzle, which lies ahead.



KITCHEN

You must now use your stealth and creeping skills to sneak through the kitchen area and enter the freezer room. It is in your best interest to get through the kitchen undetected. Still in disguise, should the guards spot you, they will send you back to the casino. If you are in your stealth suit and you are spotted, you will be attacked immediately. There are a number of weapons you can pick up along the countertops to use against your opponents. Be careful: your enemies can also pick up these weapons to use against you.



There are two unarmed guards in the room, one (to the left) pacing up and down and the other (straight ahead) patrolling a small path back and forth. The entrance to the freezer room is located along the left wall of the kitchen. ↗



You will need to move quickly from hiding place to hiding place avoiding the searching glances of the two guards. A quick way of bypassing the guards in this room is to creep along the right side of the center row of counters and wait near the first post in the center of the room. From this position you can watch the patrolling guard to the left. As he reaches the right side of the room, he will turn and begin to pace back in the opposite direction. Once he passes the freezer door, sneak behind the guard until you reach the freezer. Now you can duck inside behind the guard's back before he turns.



FREEZER ROOM

Once you've made it past the guards and enter the freezer, you'll be safe for the time being. Search the room for the data disc that was hidden by Jacobs. It is also a good idea, at this point, to change costumes from the cocktail waitress outfit to the stealth suit. The suit will protect you from the icy cold temperatures of the freezer.



A search of the room will find that the data disc is located in a block of ice, requiring the ice to be smashed in order to retrieve it. You can make your way around the room to find a meat mallet. Pick it up and use it to break the ice and retrieve the data disc.



After obtaining the data disc, Jack contacts Sydney: *"Local area networks just intercepted a cell phone call from Sark. He mentioned a meeting in the Gersh Room, apparently it's an executive suite somewhere inside the Mansion—Marshall's downloading blueprints of the mansion to your PDA to help you access it."*

OBJECTIVE: Infiltrate the Gersh Room and locate further information regarding "The Machine."

The noise created from the smashing ice alerts the guards and they head towards the freezer room to investigate. You must hide quickly. Make your way back around the center shelves and crouch down behind the boxes where you found the mallet. The guards will enter and proceed towards the destroyed block of ice. Once they reach the ice, you can sneak down the other side of the room, hidden by the shelving and out the door.



Should you make it out of the freezer undetected, you can now choose to either exit immediately into the elevator corridor (located through the door on the wall opposite the freezer room entrance) or shut the freezer door, locking the two guards inside. To shut the door, simply walk around behind it and it will automatically close.

If your cover is blown, the two guards will attack. Since they are unarmed they should not present too much of a problem. Once they have been disposed of, it's time to head across the kitchen to the elevator corridor.



ELEVATOR CORRIDOR

Opening the door leads to the elevator corridor. You are now in a T-shaped corridor. At the far end of the corridor a thug is sitting next to a set of double doors. A security camera slowly pans around from a vantage point half way down the corridor. The blueprints Marshall supplied indicate there is an elevator up to the executive suite along the corridor to the left.



To reach the left corridor, you must carefully time your movements to remain undetected. Use your stealth to duck behind the trash canister along the left wall. When the camera swings away from you, creep out from your hiding place and move past the camera without alerting the guard at the far end of the corridor. You can use your enhanced vision device to gauge the camera's view-cone to help avoid being spotted. Once safely past the camera, you can move to the left and approach the elevator. Use the switch to enter the elevator. The doors close and the elevator will jerk upwards.



Unfortunately for Sydney, someone has called the elevator. She has no control over where it is going. Vaughn asks if there is anywhere to hide. Syd answers no.

At this point, you are trapped and stealth will not help. You are going to have to fight your way past the guards once the elevator doors open.

EXECUTIVE CORRIDOR

If you have not encountered any fighting up to this point, this will be a good place to practice your skills.

The elevator jars to a halt and the doors open up into the executive corridor. This is a short corridor leading to the executive suite. Two large casino security bouncers block the elevator door. Both guards are unarmed so the fight should not be difficult. Should you lose the fight, you will fail the mission and have to begin again from your last save point. When both guards are beaten, you will be free to move through into the executive suite. At the entrance to the executive suite there is a **SAVE POINT**.



EXECUTIVE SUITE

As you enter the suite, another thug stands behind the bar. Once the thug is dealt with there are no more hazards, leaving you to recuperate after the fight and freely search the room. There is a laptop computer located on the conference table in the center of the suite.



When you approach the computer Marshall will tell you to use your remote modem Op-Tech device to hack into the computer. Pull up your Op-Tech inventory and select the remote modem. Now it's time to break the security code to access the system. Access to the computer can be gained by completing a small mini-game. Often during your missions, you will have to gain

access to additional computer systems. Learning to use logic here will come in handy when the next situation arises



The code is represented by a 3D cube and space for 3 entry codes below. The entry code can be initiated by using the corresponding buttons to the left of the cube representation. The code is randomized each time the game is entered. THERE ARE NO PRE-SET CODES THAT CAN BE ENTERED. By inputting the codes, you will be told how many out of the three are correct. It is a process of trial and error as you try to eliminate the incorrect code for each space. If all three letters are inputted correctly, then the code is broken and you'll hack into the system.



Once into the system, Sydney learns about a dossier on "The Machine."

"It's a dossier on The Machine – something Anna prepared for Sark. Nothing on Jacobs, but...it seems that the Followers of Rambaldi are working on a... prototype for it – in some kind of weapons plant... According to this, it's underneath the casino..."

Jack gives Sydney her instructions: *"It's imperative you find this weapons plant. We might be able to get ahead of Sark and Sloane for a change."*

OBJECTIVE UPDATE: Investigate the weapons facility in the basement of the casino.

ELEVATOR CORRIDOR

To gain access to the basement, leave the executive suite and return to the elevator. Take the elevator down to the corridor by the kitchen. Exiting the elevator you'll see a guard walking in the direction of the kitchen. To go undetected, you must take cover and wait behind the shelving until the guard has walked past. Give him enough time to go through the door into the kitchen and out of sight. You must now sneak past the security camera (directly above you) to reach the doors to the next elevator. Stay along the wall directly below the camera to avoid

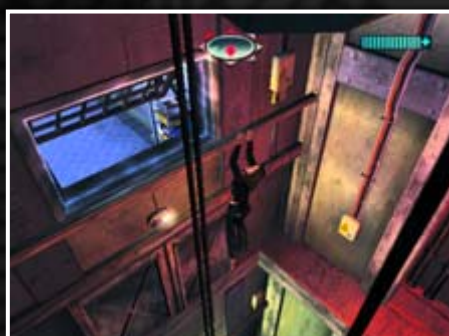
detection. In the area of the elevator doors you are safe. The camera will not pan over to your location.



The elevator control panel has been deactivated and the doors do not respond. Above the elevator door is a flimsy grill. The grill is too high for you to reach, so you're going to have to find something to climb on to reach up to the grill. To the right of the doors you will find a box. Drag the box out to the center of the corridor, and then push it back against the elevator doors. Next, climb up on the box and jump up through the grill into the elevator shaft. >>



Once in the shaft, shimmy to the right until you can drop down onto the ledge below. Be careful on the ledge. A slip could send you reeling to the bottom of the shaft! The elevator control switch in the shaft is broken so you must carefully descend the ladder. At the bottom of the shaft you will find a **SAVE POINT**. Jump down through the opening in the top of the elevator to gain access to the loading bay.



LOADING BAY

Entering the loading bay will trigger a camera preview of the entire area. You can use this to help plan your strategy. You

will now have to tackle a more complicated stealth problem and execute your first stealth-kill. The area has five guards as well as three cameras watching over the security corridor located on the other side of the unguarded door at the bottom of the steps. You must use extreme stealth within the bay because if you are spotted the guards will respond with brutal force. You will need to switch between silent sneaking and quick dashing to avoid all the hazards in this area.

The guards can be found at the following locations:

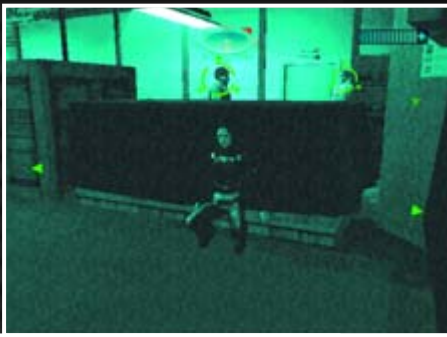
- > **2 armed guards** block the large vehicle doors forming an impassable barrier.
- > **1 unarmed guard** stands still at the door to the security room. This guard can be easily removed with a stealth attack since he is standing still and there is plenty of cover near him allowing you to get very close without being seen.
- > **1 armed guard** stands at the door to the maintenance room. This guard is quite sharp and there is little cover near him.
- > **1 last armed guard** is patrolling on a clockwise path around the room. This guard can be taken out with a well-executed stealth attack, not an easy task, also not necessary to the mission. If you do choose to remove this guard, it will make your movement through this room a little easier, but the attack is risky.

The remaining door at the bottom of the steps leading to the security corridor is unguarded. Should you move directly through this door you will find out that cameras within the corridor make it almost impossible to pass. But Marshall has a plan...

Waiwaiwait – not if you use the Razor Prism. If you can find an open CCTV access point to tap into the system, we can see through their cameras. Then we'll be able to find a way through.

You can attempt to get through the security corridor now and face the consequences (armed guards rushing you from the exit door) or you can go back and plant the prism.

At this point you could also head straight to the maintenance room to plant the razor prism. However, doing so will force you to fight the armed guard at the door. Entering and searching the security room will eventually draw the armed guard away from the maintenance room door, making your access to this room much easier. Should you choose to enter the security room, you need to sneak past the patrolling guard to get behind the guard at the entrance to the security room. (This door is located adjacent to the steps leading down to the security corridor). Duck as you move to your right around the elevator shaft. Using stealth and the boxes for cover, make your way up behind the security room guard. Keep on the lookout for the patrolling guard. Sneak up behind the guard and deliver a stealth-kill. Once the guard has been eliminated, you can access the security room.



If you are discovered by any of the guards, you're going to have to take them out. Whatever you do, don't take the fight near the two armed guards. They will respond with deadly force.

SECURITY ROOM

Safely through the door to the security room you will find a **SAVE POINT**. Upon entering the security room, two unarmed guards make a surprise attack. Use your fighting skills to eliminate them. There are a few weapons scattered about that you can use to help in the struggle. Once the guards are beaten, use the monitors to give Marshall a view of the cameras in the security corridor.



OBJECTIVE: Find a secure location to use the razor prism.

Obviously this security area is too heavily patrolled, so you'll have to find another location to tap into the cameras. Now that the guard from the maintenance room has left his post, you can

make your way across the loading bay to the opposite wall and enter the maintenance room. If you'd like, you can reference your maps to view the locations of the guards to aid your movements through the area.

Use stealth to open the door leading back into the loading bay so you don't bump into the patrolling guard. Cross the area keeping out of view of the armed guards standing in front of the vehicle doors. Be on the lookout for the guard on patrol if you haven't taken him out. To find the location of the maintenance room entrance, follow the cables running across the ceiling. Once you've reached the maintenance room door and the patrolling guard is still walking around, take cover behind the boxes to the right of the door and wait for him to pass. This will give you the most time to gain entry to the room.



Once you're at the maintenance room door, you'll find the door is locked. It's time to pull out your lock pick from your Op-Tech inventory. Once the lock pick is activated, a small dial will



appear to represent the lock with two pins out of sync with the dial. Marshall will guide you through your first lock pick exercise. You must move the joy pad and press the action button to try and slide the pins into the dial. Once both pins are placed into the dial, the door will be unlocked.

A split screen will show you if the patrolling guard is coming close. To avoid detection you may have to return to your hiding spot and wait for him to pass by once again.

MAINTENANCE ROOM

Inside the maintenance room you will find a **SAVE POINT**. At the far end of the room is a junction box. Head to the box and select the razor prism from your Op-Tech inventory. Then place it in the junction box. Once this objective is met, a guard armed with a broom enters the room. There is a broom you can grab to fight back with. Once the guard is defeated, leave the maintenance room and head back across the loading bay and down the steps to the security corridor. Entering the corridor you will find a **SAVE POINT**.



SECURITY CORRIDOR

Now that you have successfully planted the razor prism, Marshall has been able to find a way for you to get around the cameras guarding the security corridor... *I think I got it. The system cycles in order through each camera, so you only have to worry about avoiding the active camera. I'm displayed the pattern now on your PDA. See the pattern?*

OBJECTIVE: Successfully cross the security corridor.

You can move immediately but should watch the cameras cycle first to see how to cross the room, what spaces are safe, etc. If you are detected by the cameras armed guards will storm the room through the doors at the far end. Avoiding them is difficult... almost impossible. If the guards spot you they will shoot you immediately.

The best way to cross the security corridor undetected is to

keep your eye on your PDA as the camera views continue to rotate. Time your moves forward to keep out of sight of the cameras. Should you see your image on the camera screen move to cover immediately.

To cross the corridor undetected, wait until you see the camera image of the compressor at the rear of the corridor then run and hide along the right side of the stack of 4 crates. Wait here until the camera image of the compressor appears again and make your way to hide underneath the second camera (left of your current position at the corner of the fence and the lockers). Then when the first camera comes on again (showing the four crates) run to the exit point. At the entrance you will find a **SAVE POINT**.



WEAPONS FACILITY

OBJECTIVE UPDATE: See what you can find out about the machine in the casino basement.

Entering the weapons facility you will find a freight elevator to your right and a stairway directly in front and down to the left. The elevator is not operating at this time, so make your way down the stairs. As you begin to move into the facility (and previously planted the razor prism) you'll receive a message from Marshall...



Uh, Syd, small problem. I've gone blind. I mean, not literally, although... that would be tragic, too. I mean, we lost the camera feed. Uh... I think somebody found the Razor Prism.

OBJECTIVE: Retrieve the razor prism before the technology falls into the wrong hands.

One of the guards from the loading bay has found the razor prism. He is now in the weapons facility. You must take out the guard to retrieve the razor prism. Attacking the guard now before he reaches this point will avoid involving additional guards in the combat making it easier for you to retrieve the prism.


To dispatch the guard and recover the razor prism, take up a hiding position at the bottom of the stairs. As soon as the guard reaches the bottom of the stairs, using stealth sneak up behind him and perform a

stealth-kill before he can make it too far into the weapons facility. Should you allow him to walk too far into the chamber other guards will spot you.



Once the guard carrying the razor prism has been dealt with, search him to retrieve the prism. You must now make your way across to the other side of the room, to the doorway at the top of the stairs. There are several guards working in the weapons facility; some of these guards are armed. You will need to use stealth tactics to cross the room.



The first guard patrols back and forth near the cylinder. You can use your enhanced vision device to view the patrol paths of the guards from your cover position. Wait until he turns around and walks back. At this point sneak up and take cover by pressing yourself up against the flat wall on the left. When he walks back towards you, kill him with an around-the-corner kill using your special attack button when you see the yellow right-angle arrow symbol in your opponent's floor circle. 



The next guard can be taken out in the same fashion. Simply time your movements to judge the correct times to sneak from surface to surface. Take up a position against the crates and wait for him to approach, then take him out in similar fashion. The third guard patrols the area near the pipe systems. Wait until he turns and walks away. Sneak around to the pipe nearest him. Press yourself up against the pipe and wait for him to come back for your attack.



The final guard patrols near the stairway. Time your movements to get around behind him and take cover behind the long counter near the fenced area. Wait for the guard to come to you and turn his back. At that point, sneak up and deliver a stealth-kill. Now you are free to climb the stairs and exit through the door at the top.



After passing through the door, make your way through the corridor on the other side to the next door. Here you will find a **SAVE POINT**. On the other side of the door there will be three additional thugs to dispose of.

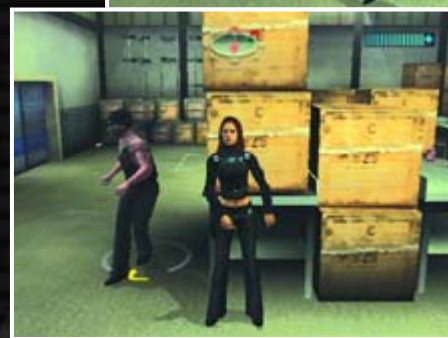
Entering the area along the upper ledge you will find an opening in the protective fencing on the left. Directly below the opening is an armed guard. The best strategy here is to jump down through the opening when the guard stops and turns his back. You can dispatch the guard using a "death from above" attack. In stealth mode sneak to the far edge of the opening and press the



special attack button to leap down, killing the guard instantly. There also are a number of weapons around the room that can be used against the remaining guards.



If you want to take out the remaining guards using stealth you can do so by hiding along the left side of the boxes near the far security door. One guard patrols around these boxes. If you wall hug and sneak to the corner you can take him down as he passes by. To attract the remaining guard stationed at the security door, pick up the can on the table and throw it in his direction and then hide again. Once alerted he'll search the area, leading him past your hiding point. You can again perform a corner kill take-down. After they have been taken care of you can then make your way down the stairs and through the next door. This will lead you to the high security gas chamber. ↗



Opening the next door will bring you to a very small corridor leading to the high security gas chamber. There will be a **SAVE POINT** directly in front of you. Along the right side of the corridor is a control room with a thug inside guarding the corridor. Once through the door, immediately move to the right. Using stealth, creep past the control room window to enter the gas chamber.



HIGH SECURITY GAS CHAMBER

Once you pass the guard and enter the chamber, Marshall will contact you with a warning... *Hey-Syd-freeze! Oh boy... oh boy... this is trouble... this room? Totally wired with pressure sensors. Without the correct code, those gas vents are gonna open up. And then there'll be big holes where your lungs used to be.*

After a cut-scene you will realize that the laser prototype is very close, but you're going to have to get to the center of the gas chamber first to hack into the computer to gain access

through the next door. The only way to do this is to get up into the ventilation shaft (located back in the loading bay) and drop down beside the central terminal.

OBJECTIVE: Sneak into the science labs.

The only access to the shaft is back through the weapons facility. You must make your way back through the area to the loading bay without passing through the heavily monitored security corridor. To accomplish this you will have to activate the freight elevator to gain access to the storage area where Marshall has detected a window leading to a path that will circumvent the security corridor.

Before you begin your move back to the weapons facility the thug guarding the corridor will spot you. Take him out before proceeding. Next enter the small control room. On the desk you will find a security card. Be sure to grab it because you're going to need it shortly. Once he is dispatched, hack into the computer in the control room using your remote modem. The security protocol is only a two-letter code this time. Successfully hacking the computer will download a new map to your digital notebook. Next, use the **SAVE POINT** to save your progress.



WEAPONS FACILITY

Head back through the doors and up the stairs. At the far end of this room you will see a set of double doors. If you have killed the three guards in this room previously, simply head over to the doors and use your key card to swipe the security

panel to gain access to the control room. Before entering the control room, you might want to bring along a weapon.



Inside the control room, take out the two unarmed guards.



Within this room you will find the switch which activates the freight elevator. You will also find a **SAVE POINT**. Pull the switch to activate the elevator.



You must now make your way back across the main chamber of the weapons facility. Additional guards are once again patrolling the area. There is a guard watching the staircase near the long table. Climb over the railing behind the door drop down and crouch down behind the end of the table and wait. An armed guard will enter the far end of the area and then leave. Once he leaves, sneak out and use stealth to kill the near guard then head back to your hiding spot. The armed guard may be alerted and begin searching the area. If he does, he will eventually head up the stairs. When he walks away, sneak out and begin to head back across the main area. There is also a chance that he will not be alerted, in which case you'll have to take him out or sneak by him while he's on patrol to proceed.



>>



The next guard is patrolling back and forth near the large pipes. Wait at the first pipe. When the guard walks back to your left (into the alcove) sneak up behind him and deliver a stealth-kill. Around the next corner is the final guard. Press up against the crates at the corner and wait for him to approach. Take him out with an around-the-corner attack. If you are spotted, you're going to have to fight. Take the guns away from the armed guards and use them against your enemies.



Once you've made it back to the freight elevator area, do not proceed up the stairs or you will be spotted by an armed guard who will summon additional guards from the security corridor.



Instead, use the switch to call for the elevator from the bottom floor and use it to travel directly up to the top floor (2nd floor storage area).

On the storage area landing you will find a **SAVE POINT**. There are three guards patrolling this storage area; one of them is armed. The first guard patrols back and forth by the wire fence. Stand close to the elevator to observe his patrol path. You can sneak up and press against the second set of crates and take him out. This may alert a second guard who is patrolling a small area, so be prepared for some combat here. The third guard protects the exit window. He too may come after you if he hears anything. If not, you can sneak up to the crates close to him and take him down as he walks up to you. Head to the back window, jump up and out.



You will now find yourself in an alley that will lead you to the vehicle doors back at the loading bay. Here you will also find a **SAVE POINT**. The alley is heavily guarded. There is also a gun

turret keeping watch. The turret is linked to a motion sensor. It will shoot anything that moves.

First, you will come across three guards. Peer around the corner to observe them. The first patrols back and forth, the second protects a small area by a crate with some cans on it and the third protects an area around the corner. There is a support pillar jutting out of the right wall down the passageway from the first corner. Once the first guard walks away sneak up to this support pillar. By wall hugging and sidling to the pillar's edge



you can stealthily take out the guard as he walks past. This technique can be used on the remaining two guards, but to do so you have to attract their attention without being spotted.

To attract the second guard crouch and sneak up to the wooden crate with the empty cans on it. If you crouch behind the crate the guard won't see you. From here you can stealthily grab a can. Wait until the guard has his back turned and sneak back to your hiding spot. From here you can throw the can toward him to attract his attention. As he walks past your spot, stealth-kill him. The third guard may also be alerted to the noise of the can and follow the second guard. From your position you can take him out with a stealth-kill also if you're quick enough. If the third guard has not been alerted, the same technique can be used for him, although he may be harder to attract. If you cannot lure him over to your position he should be fairly easy to take down in combat since he's now on his own.



The gun turret is easily passed by simply remaining still while you are in the view arc. When the gun swings away run over to the wall just below it. Time your moves around the dumpster when the turret is facing away from you to avoid detection. Be sure to remain motionless if the turret swings in your direction. Around the corner beyond the turret are two more armed guards; one stationed along a wall and the other guarding the truck. Once past the turret you are going to have to find a way to get past the armed guards.

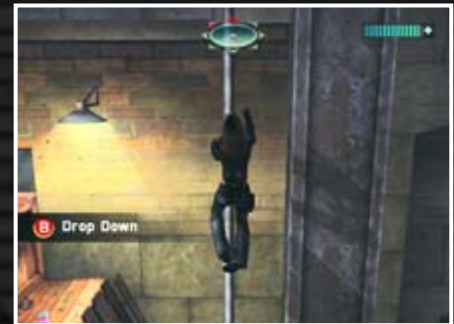


There are a few ways you can deal with the first guard. First, you can confront him directly. Once you've been spotted, run back past the gun turret, then stand still. The trailing guard will follow you and begin shooting at you, forgetting about the turret. When the turret catches him in its sights it will fire on him. As long as you stand perfectly still you won't take too



much damage. If you are shot by the guard you will move slightly and the turret may get you in its sights and fire at you, so be careful.

Another way to deal with him is to shimmy up the drainpipe and on to the roof. On the roof you will find a **SAVE POINT**. If the guard hasn't been alerted he will be standing, ignorant, at his post. When you get close to the roof edge wait for the guard's floor ring to be highlighted and perform the "death from above" special attack.



The final armed guard is in the vicinity of the truck. If all the previous guards have been taken out, you can use whatever method you'd like on this guard. If you want to use stealth, use the crates for cover then sneak around the left side when he stops and momentarily turns around. Move up behind him and deliver a stealth-kill. Once inside the truck, it will back up into the loading bay. Inside the truck you will find a **SAVE POINT**.



The loading bay is crawling with guards. Exit the truck and quickly sneak to your right around the truck and take up a position against the crates. As a patrolling guard walks by, take him out with an around-the-corner attack. The remaining guards are patrolling the main areas of the loading bay. Head to the rear of the truck and quickly climb the left ladder to reach the loading bay beams. Along the upper platform you will find a **SAVE POINT**.



LOADING BAY BEAMS

You now need to use careful navigation skills to stay balanced on the beams while making your way to the ventilation shaft. The entrance to the shaft can be found at the far end of the room, opposite the maintenance door, above the television monitors.

Move cautiously across the beams keeping an eye out for guards below. Make your way out to the center of the bay (toward the elevator shaft). Go to the left around the elevator. Then begin to move to the right. At this point you should be able to see the entrance to the ventilation system way back in the far right corner. Continue along the beams until you reach the ventilation system entrance. Duck down to enter the shaft.



VENTILATION SYSTEM

Entering the ventilation shaft you will find a **SAVE POINT**. Next, proceed forward and down the ladder. Continue on and creep toward the opening in the shaft. You must kick in the grate covering the opening in order to gain access to the high security gas chamber once again.



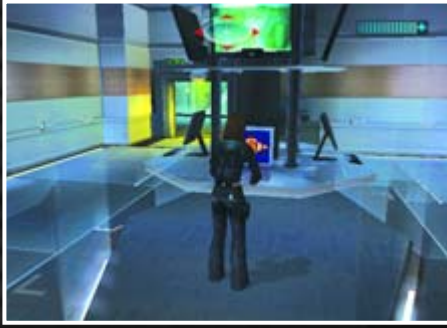
HIGH SECURITY GAS CHAMBER

Immediately upon entering the chamber (standing on the ventilation grate), jump up to the pipe above. Shimmy along the pipe over the pressure sensitive floor and drop down directly in front of the central computer terminal.



You must now use the remote modem to hack into the system. Once the security protocols has been downloaded you can then move unhindered to the door leading to the science laboratory.

ries. You will also gain another map. Just inside the entrance to the science laboratories you will find a **SAVE POINT**. Once you leave the chamber, do not return. If you walk back into the gas chamber, the gas will be released and you will die.



SCIENCE LABORATORIES

OBJECTIVE: Obtain the laser prototype from the vault.

You need to get into the vault to get hold of the laser prototype. But to gain access you need to trigger a switch in both of the science laboratories at the same time. To accomplish this you can attach the remote modem to one switch panel and Marshall can delay the signal for a short period of time. You must sneak through into the other lab and press the button within the short timeframe to successfully unlock the vault.

This is complicated further because each button activates using a fingerprint recognition pad. You need to quietly take out 2 scientists and scan their hands to create the correct hand masks needed.

OBJECTIVE UPDATE: Obtain the correct fingerprints to access the vault.

SCIENCE LAB A contains a vault observation point and a vault access switch. The science lab, observation point and switch are located down the right ramp. SCIENCE LAB B contains a vault observation point and a vault access switch. Guards block the door between Lab B and the corridor but Lab B can be accessed through science Lab A.

Proceed down the right ramp, through the door and sneak to the left to find the observation point and switch. Here, Marshall will tell you how the switches operate and Vaughn will instruct you to take out a scientist and use the finger-print replicator to get the prints.



Head back to Lab A. The scientists are very observant but not very strong. The strategy here is to get into the lab undetected, at least until you've taken out the first guard. If you are spotted entering the lab, the scientists will sound the alarm and swarms of armed guards will descend upon you. Sneak down into the lab and take up a position behind the nearest center column. When the closest scientist moves to your right and approaches the control panel, quickly sneak up to him and deliver a stealth-kill from behind.



Take out the second scientist in a similar manor as quickly as possible. If he hasn't spotted you, take up a position against the dark blue column in the middle of the lab. Wait for the scientist to walk over to the right wall to check the control panel. Then sneak up behind him and take him out. Once both scientists are out, use your finger-print replicator to grab fingerprints from BOTH scientists.



After gaining the fingerprints, move to the back of Lab A and pass through the doorway into the corridor leading to Lab B. The vault door will be to your left. To your right is a security camera above a set of elevator doors. Move along the right wall timing your progress to avoid detection by the camera.



Proceed up the ramp and enter Lab B. Inside, two additional scientists pace around the room. Staying out of sight behind the counter directly in front of you, time your move left into the corridor leading to the second observation point and switch.



When you reach the second switch Marshall will inform you that both switches, must be pressed simultaneously. Since you are on your own here, Marshall has an idea... *Got it! If you use the Remote Modem on one of the panels, I should be able to delay the signal just long enough for you to reach the other panel and activate that one.*

NOTE: If you haven't gained a second set of prints, you can get another from one of the scientists in Lab B. Return to Lab B and execute a stealth-kill on one of these scientists (Actually you can collect both sets of prints earlier from the two scientists in Lab A). You can use the lab equipment for cover along the left side of the lab. Use your finger-print replicator to gain a second set of prints and return to the Lab B observation point and switch. If you are spotted, one of the scientists will raise the alarm and guards will swarm the area. You'll have to take them all out to successfully continue the mission.

At the observation switch in Lab B select your remote modem from the Op-Tech inventory and use it to hack into the vault switch system. Successfully breaking the code will initiate the activation sequence. Marshall will be able to delay the activation for 50 seconds.



You must now make your way back to the observation point and switch in Lab A within the time limit and use the finger-print

replicator to press the second switch. Head back out towards the doorway leading out of Lab B. If the scientists are still walking around, be sure they do not see you as you pass through the door. Stop at the corner and look around to be sure the scientists are not looking in your direction. Then quickly exit the lab. Next, head back through the vault corridor. You must move along the wall opposite the vault door as fast as possible, timing your moves to stay out of the security camera's detection range. If the alarm is sounded, run past any thugs you may encounter. Head back through Lab A and proceed up the stairs back into the corridor leading to the observation point and switch in Lab A. Quickly pull up the fingerprint replicator from your Op-Tech inventory and use it to press the second switch. Doing so within the time limit will unlock the vault door.



After successfully unlocking the vault, head back through Lab A to the doorway leading to the vault corridor. Time your movements to avoid the camera and head into the vault to grab the prototype. You will find a **SAVE POINT** in the vault. Once the laser is successfully retrieved, Sydney will get a communication from her fellow operatives... *I have a positive ID on Sark.*

He's heading up to the Gersh Room for his meeting. Sydney, this may be our only shot to find out what they need the laser for. You need to get back to the Gersh Room to eavesdrop on the meeting.



OBJECTIVE: Return to the Gersh Room to spy on the meeting between Anna and Sark.

Leaving the vault room you are told that there is no way you can use the elevator to reach the upper floors without sounding the alarm. You are going to have to disable the security systems. To accomplish this you must use the laser prototype to overload three fuse boxes located around the science labs.

One fuse box is located in the vault corridor, just behind the entrance to Lab B. A second box is located in Lab A (along the rear left wall as you enter the lab from the vault corridor). The third box is located in the main corridor at the entrance to Lab B.

Using stealth and staying out of the detection arc of the camera leave the vault area and head left toward the first box at the end of the corridor. Select the prototype from your Op-Tech inventory and aim it at the fuse box. The laser has a lengthy warm-up period to enable the beam to be fired. Press and HOLD the fire button until the beam activates, destroying the first fuse box.



Next, head back along the left wall of the vault corridor under the camera to avoid detection and return to Lab A. Locate the second fuse box and repeat the procedure with the laser prototype.



Now it's time to take out the last fuse box. Thugs guard this box outside the main entrance to Lab B. Since there is no place to hide, you are going to have to kill them to access and destroy the box. Take out the gunman first. You can disarm him and grab his gun to use against them. Once you are safe, use the laser prototype one last time to destroy the final box and deactivate the security system. Pick up a weapon from one of the guards before heading to the elevator... it will come in handy when you reach the executive suite.



Dixon has lost his bead on Sark and Anna, so it is imperative that you get up to the Gersh Room fast. Make your way back to the elevator (vault) corridor. If the scientists are still moving around in Lab B, head back through Lab A to reach the corridor to avoid additional fighting. The elevator is now operable since the fuse boxes have been destroyed and the security camera is now disabled.

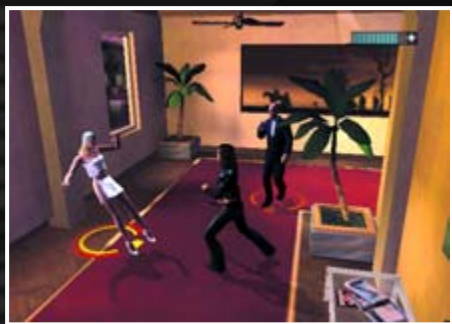
Use the elevator to head up to the executive suite.



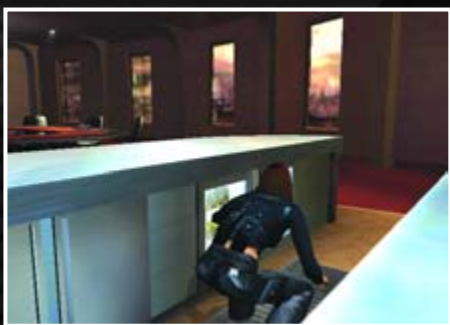
EXECUTIVE SUITE

Entering the executive suite hallway you will be met by the head cocktail waitress and two casino guards. There is no hiding here, so you'll have to take them down. One of the guards

has a baton weapon. Attack him first and use the weapon on the other attackers.



Once they have been eliminated, head to the executive suite fast and find somewhere to hide. Inside the suite, the only place to hide is behind the bar. At the entrance to the suite you will find a **SAVE POINT**. Crouch down behind the bar to watch the meeting. From this vantage point you'll see a few guards



enter the suite followed by Anna, Sark and a member of the Followers of Rambaldi.

Listening in on the meeting you will hear Anna and Sark discuss their plans for using the laser prototype. The meeting is interrupted when Sark gets a message from his head of security. They have just checked the vault and the laser prototype is missing. Knowing Sydney is behind the disappearance, Anna and Sark leave the meeting with instructions to find and kill Sydney.

After Sark and Anna leave, you will be spotted behind the bar. Your best option is to run quickly to the elevator. If you aren't quick enough, the guards will chase you down the hallway. Get into the elevator as fast as possible to avoid being overtaken. It's a bad idea to get into the elevator if any guards follow you in. The elevator will not move with enemies inside. It is possible to enter the elevator and trigger it to go down with the guards running towards you. However, chances are you will have to stand and fight until the guards have been eliminated.



Now that you have retrieved the laser prototype accomplishing your mission, it's time to make your escape from the casino.

Exiting the elevator you will find yourself back in the corridor near the kitchen. You are going to have to make your escape through the casino, so head back into the kitchen and get ready for a big fight! It would be a good idea to save your progress before entering the kitchen.

KITCHEN

There are a number of guards in the kitchen. You are going to have to take them all out. Many of them are wielding weapons. Your best bet here is to find weapons of your own to use against them. Scattered throughout the kitchen you will find



many useful items including knives, frying pans, rolling pins, etc. Use whatever is necessary to subdue the guards.



The door to the freezer is open at this point. Inside you will find a hefty leg of meat (on the boxes where you obtained Jacobs' disc) you can use to batter the guards. The meat is a very powerful weapon, dealing out major damage. When the last of the thugs is eliminated, your first encounter with Sark will ensue.



SARK ENCOUNTER

Sark is harder to beat than the other guards and thugs. He is also very agile and armed with two nasty meat cleavers. Sark's attack moves cannot be countered. Should you allow too many hits with those cleavers you're going to sustain a lot of damage. You need a weapon of your own to make the fight a fair one. If you still have the frozen meat, use it, or find a weapon to use against him. Eventually you will wear him down. All the exit doors in the kitchen will be shut during your encounter and will not open until Sark has been defeated.



When he tires, Sark will retreat back into the elevator corridor protected by his guards. At this point guards and thugs both armed and unarmed begin to swarm toward you. It is useless to attempt to fight them all. Now is the time to make your escape. Run down the stairs back to the doors to the casino.



CASINO

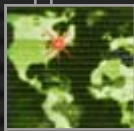
As you make your way out from behind the bar you'll realize that all of the main doors are blocked. Swarms of casino security and personnel will begin to approach you. Should you attempt to exit through any of the double doors, additional enemies will come flooding into the casino.



The only exit you can use is the window located at the back of the casino to the left of the couch where Sark's driver was sitting at the beginning of the level. Run through this window to make your escape. Dixon will be waiting outside in a getaway car to help you... **MISSION ACCOMPLISHED.**



LEVEL 2_ MUSEUM



LOCATION_

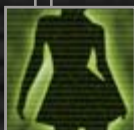
Museum in Saudi Arabia



OP-TECH DEVICES_

Laser Beam Interrupter_
Remote Modem_
Lock Pick_

Mini Camera_
Neutrino Reader_



DISGUISES_

Museum benefactor suit_

Stealth Suit_

MISSION BRIEFING_

Analysis has the laser prototype that you brought back. Their initial reports are inconclusive; however, the dossier you downloaded indicates the laser is some sort of... mind-control device.

The prototype itself was missing two critical components that made it operational in its brain-washing capacity. The first was a series of prisms that diffused the laser's strength. It's these prisms that turn a high-powered beam of energy and heat into a strobing light that immediately reduces the victim to a hypnotic state. Impressive technology, especially considering - it was designed in the fifteenth century.

The dossier included the original schematics showing how such a laser could be developed. Included in the designs were mentions of neutrinos... superconducting through optics... ideas that didn't even exist in the 1400's.

The disc you recovered from Jacobs' dead drop pointed to the existence of a Rambaldi-designed fuel cell. The chemical engineering was advanced for its time, but also highly unstable. So, Rambaldi hid it - he carved out a hollow space in a fossilized bone, then buried it in the deserts of Saudi Arabia.

Anna's been hunting for it for years. The whole reason she seems to have allied herself with Sark and Sloane is to utilize their resources to find it. And once she does, she will give it to Sloane so he can mass produce the prototype.

But two weeks ago, an archaeological dig beat her to the bone by accident. They think it's an ancient artifact, so they've transferred it to the state museum for study.

Which is where Anna intended to steal it. Jacobs' disc indicated a timetable for the theft, and if we move now, we'll have a twenty-four hour head start over her.

There's a trade-off. Without enough time to recon the site, you'll be going in blind, but we'll have Marshall on-site to help you bypass any unexpected bumps along the way. We've arranged an alias for you as one of the museum benefactors. Your first priority will be to hack into the inventory mainframe and obtain the location of the bone. Once you have that... get the bone and get out before they even notice.

Sark and Anna still have enough components to restart this operation. If we can acquire this fuel cell before they do, we cut them off at the knees - before they're able to re-establish their operations.

The level begins as Sydney enters the museum reception area disguised as a museum benefactor and walks to the security desk. She soon learns that, although in disguise, she will need a security card or find a way to disable the security system if she is going to complete her mission. Since there is no way of obtaining a security card, she'll have to shut down the system instead.



Marshall has the answer... *Searching....searching....Bingo. There's a security junction upstairs. If you can reach it, you should be able to knock out their security systems.*

OBJECTIVE: Find your way to the upper floor of the museum.

Now it's time to head into the museum through the reception area into the main exhibit hall. Walk through the main hall slowly and carefully and let the guards follow their patrol routes. All doors will be closed except the door you enter and large double-doors at the back of the main hall.



Along the far wall to the left of the open set of double doors you will find a display case. Although you may be tempted to open it now, you can't! You will blow your cover and fail the mission. Instead, pass through the open doorway into a dinosaur gallery and head up the staircase to the left to access the upper floor. At the entrance to this upper display hall you will find a **SAVE POINT**.



OBJECTIVE UPDATE: Find the security terminal.

The upper display halls are protected by infrared laser security systems. You will need to use your laser interrupter to navigate past the lasers. If the lasers are accidentally interrupted, security guards will enter the hall and search the room for you. If this should happen, you have the option to stand and fight or attempt to evade the guards using stealth. If the guards see you, there is a chance that they will trigger the alarm system and reinforcements will enter the surrounding area.

In stealth mode (so you don't accidentally trip the laser), approach the first beam between the display cases to your left. Select the laser beam interrupter from your Op-Tech inventory, aim it at the base of the laser sensor and fire. Proceed past the interrupted beam toward the double laser beam blocking your access to the main part of the room.



You only have two reusable interrupters so you will need to retrieve the planted devices once you are safely past the beams. To do this, select the laser beam interrupter from your Op-tech inventory again and direct the crosshairs at the device you just planted. The target mechanism will turn red once you've locked on to the interrupter. Press the fire button to retrieve it. Now use the same technique to bypass the next set of beams (use both interrupters here) to enter the main area. Be sure to reclaim your interrupters before proceeding.





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Once you have negotiated the lasers you have the choice of going through either the upper door (at the top of the next staircase) or lower door (behind the display case). Note: The lower route is more difficult. It would also be a good idea at this point to switch into your stealth suit since your disguise will no longer help in these secure areas.

If you take the upper route be careful as you deactivate and reactivate the beams. Many of them are very close together and you can easily trip one if you are not careful. As you move forward, you may want to adjust your camera angle to a side view so you can see your position relative to the beams.

Another option is to climb over the railing and shimmy until you are in front of the doorway. When you encounter a wall of three laser beams, deactivate the lower two and crawl under the still-activate upper beam. Remember to always reclaim your interrupters once you have successfully moved forward.



Whichever route you take, you will pass through an L-shaped corridor followed by a door leading to a small square room with an ornate fountain in the center. After this room you will pass through another L-shaped corridor at the end of which you will find another doorway. Successfully pass through the doorway and you will now find yourself in the next large display hall.



Depending on whether you took the lower floor route or the easier higher-level route, you will have to make your way over to the computer/security terminal on the far wall at the end of

the upper walkway. So, if the lower route was taken, you have to go up the stairs and around the balcony. If the previous higher route was taken you just need to go straight ahead and around to the right. Either way you will encounter more lasers to negotiate before reaching the terminal.

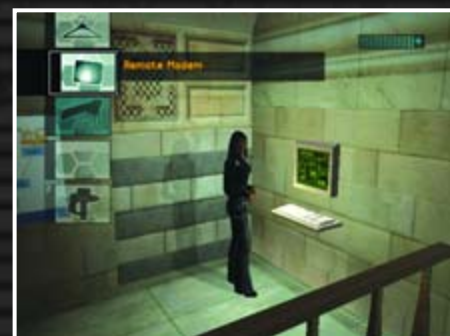
Entering the display hall from the lower route will force you to contend with a museum guard (the upper level is free of patrolling guards). Use the beam interrupter to get past the two beams to your right (using the display case for cover). Watch the guard's patrol route and wait until he passes by then sneak up the staircase undetected.



There is a door at the corner of the upper walkway. It is locked from the inside and cannot be accessed from here. To bypass the last few sets of lasers along the upper walkway, you can either use your beam interrupter or save some time by climbing over the railing and shimmying past them to reach the terminal.



After bypassing all the beams along the upper walkway you will come to the security terminal mounted on the wall at the far end of the walkway. Use your remote modem to hack the system.



OBJECTIVE UPDATE: Find the mainframe room.

You now must access to the mainframe room. The door you must go through is located directly below your current position at the terminal. The security beams along the upper walkway have been de-activated. The beams on the main floor remain active.



You have the choice of going down the stairs to this door (and navigating additional laser beams) or dropping down to ground level (if you are feeling brave) from the balcony. Jumping over and down from the balcony rail will most likely set off the alarm. The best

place to safely jump down is in the center of the middle set of X patterned lasers. Should you use the stairs, use stealth to make your way around the room undetected if possible. At the bottom of the stairs, head to the right between the display case and the wall until the guard stops and turns his back. Wall press behind the display waiting for the guard to turn, then stealth-kill him from behind, when he turns to walk away.

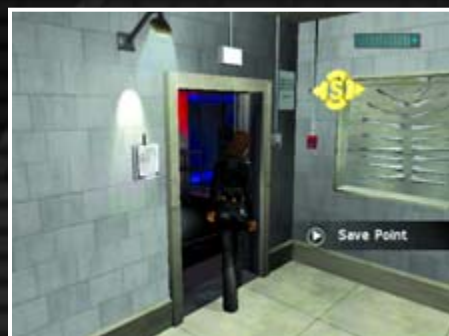


Passing through the door, you will find yourself in a small display hall with another door directly opposite you. Depending on how you made out in the previous room, there may be a guard walking around here. You can easily sneak past him to the door on the opposite wall, but since you will be going through this room a few more times you should dispose of him now. Using stealth, press up against the large display case near the far

door and wait for the guard to approach. When he walks by, use your special around-the-corner attack to take him out.



Through the next door you will find a small L-shaped corridor. On the left is the doorway to the mainframe room. Here you will also find a **SAVE POINT**. Since this area is relatively safe you can go on in and access the computer without saving. However, once you emerge from this room, be sure to save your progress before continuing.



OBJECTIVE UPDATE: Hack the mainframe.

Access to the mainframe can be gained through the laptop found to the right as you enter the room. Head to the laptop and use your remote modem to hack the system. Once you successfully hack into the system and begin transmitting the data back to Marshall a cut-scene will run showing you what lies ahead... and it isn't good news!





LEVEL 2_MUSEUM

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Anna and her troops have penetrated the museum. It appears that they were waiting for you to de-activate the security systems for them! In addition, now that Marshall has had a chance to quickly look at the data, he's found that there is not just one bone that must be collected... there are six bones! Marshall will download the locations of the six bones to your PDA. When you begin to approach the bone display cases the screen will split giving you a view of their locations.



You are going to have to search the museum display halls to collect all six bones. At the same time, Anna's men are moving throughout the museum, taking out the museum personnel. Anna's men are much more formidable than the guards, so extreme stealth will be needed to make your way around the museum to collect the six bones. As you leave the mainframe room be sure to save your progress before continuing.

OBJECTIVE: Collect the six bones.

You must access the exhibit rooms to locate and retrieve the bones in the display cases. There is one bone in an exhibit room off the armory. There is another bone in the main exhibit hall (Remember the first display case back in the main hall just after the reception desk?). Finally, there are two bones in each of the display rooms off the main exhibit hall. These rooms can be accessed through the main exhibit hall using the double doors found on either side of the opening leading back to the reception area.

Your maps, which have been downloaded to your digital notebook, will come in real handy here. The locations of the six bones appear as green icons. Use your maps often to gauge your position relative to the exhibit rooms, the display cases and any enemies in the areas. From your current position (the mainframe room), the nearest bone is in the display room off the armory, which is through the doorway directly opposite the mainframe room. Head for this bone first.



When you move into the armory you will encounter two of Anna's female soldiers, leading to a battle involving large heavy-duty bladed equipment. Both soldiers will immediately charge you as soon as you enter the room. These soldiers are very, very powerful and their weapons deadly.



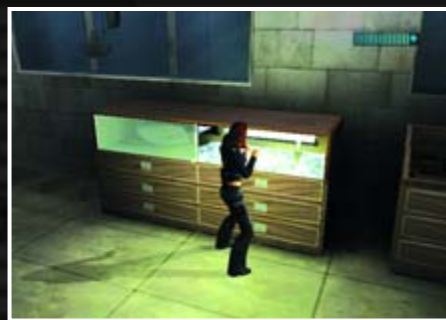
To defeat the soldiers, be sure to grab weapons from the display cases located around the armory floor. Try to keep moving so that the enemies do not gang up on you. This is a good opportunity to practice your weapons counters. Once they are taken down, you may want to rest a while to rebuild your health before heading through the double doors located along the left wall relative to the door you entered through. There is another small door in the armory (with a yellow diamond-shaped sign in it). This door is locked and cannot be entered at this time.



Through the double doors is another L-shaped corridor leading to the display room containing the bone. In stealth mode, wait outside the room (at the corner) and watch Anna's two soldiers' patrol paths. Once the soldier closest to the door turns and begins to walk back to the left, sneak across the room and position yourself against the small display case. Wait for the soldier to approach and perform a stealth-kill. After the kill, take cover. The second soldier may see the body and search for you. If you stay out of his line of sight he will eventually resume his normal patrol.



This second soldier can be easily dispatched in the same manner. Move across to the left side of the hall and take up a position against the other small display case. When the soldier approaches, once again kill him using stealth. Now that the room is clear, head to the back right corner, find the display case and use your lock pick or smash the glass to recover the bone.



After the bone is recovered, an armed soldier will enter the display hall. Use stealth and the display cases for cover. When he moves to the wall opposite the entrance, you can make your escape back to the armory. Head through the armory back to the mainframe corridor and save your progress.



To collect the rest of the bones you will have to navigate a significant section of the museum at the risk of being caught or shot, retracing sections of the museum you have visited before. This time, however, the corridors and rooms are being patrolled by Anna's men who are more powerful than the regular museum security guards. Further challenges arise in the rooms containing the bones, where you must simultaneously locate and collect the bones while keeping an eye out for the patrolling guards to make sure you are not seen.

Anna's men are strong and you can easily be overwhelmed when complete squads move in to attack. When you locate a bone, you may adopt a variety of approaches. You may attempt to use stealth to squeak past the soldiers and pick the lock on the display cases, smash the case and hide until the guards disperse, or smash the case and fight the guards. The best method to use is a combination of moving through areas undetected and performing stealth-kills when the opportunities arise. If need be, use your disarm attack to take a guard's gun for an offensive advantage.

The additional five bones are in relative close proximity to the start of the level. So, once you traverse the museum from the mainframe room all the way back to the main exhibition hall near the reception desk you will begin to collect the bones quickly. Going through the museum undetected is very difficult. Often using stealth to take out guards when necessary and





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bypassing others is the best way to go. Begin your trek back to the main hall by passing through the door to the left of the main-frame room, back into the small exhibition hall. Go to the right and make your way up the stairs.



The display room beyond is loaded with Anna's men. Entering through this upper doorway will bring you back to the walkway where you hacked into the security systems earlier. You are entering through the door which was locked previously. You're going to have to make it back along the walkway and out the door at the far end. If you enter this display room from the lower level, there will be more men to contend with to reach the stairs and exit door. The upper path is the easier approach of the two choices.

Two of Anna's men are patrolling this walkway. Carefully open the door in stealth mode. One of the soldiers will be patrolling back and forth along the walkway. The other soldier is guarding the steps. Sneak up to the arch on the walkway and stealth-kill him when he returns. Next, sneak past the other soldier by the stairs and enter the L-shaped corridor. If you are spotted, you're going to have to fight. You should be able to quickly kill one of the soldiers by throwing him over the balcony. **HINT:** To move quicker in stealth mode, perform a crouch roll and the guards will not hear you.



The L-shaped corridor leads to the upper level of the room with the waterfall. Approach this room cautiously and use stealth to open the door. Two more of Anna's men patrol the area. Most likely you will have to fight them. You can try to pass through undetected. When the two soldiers walk together near the far right corner of the room, try to sneak around to your left and through the exit. Once through this room, you now enter the other L-shaped corridor leading back to the display hall where you first encountered the laser beams.



You're almost back to the main exhibit hall, however you must get past two additional soldiers patrolling below. From the top of the stairs you can watch the soldiers' patrol patterns. Once the soldier near the bottom of the stairs turns and walks away, sneak down the stairs and move to the left following the other soldier down the left side of the room between the wall and the display cases. Next, head through the doorway at the other end to enter the dinosaur display hall. Save your progress before heading down the stairs. At the bottom of the stairs make a quick right to re-enter the main exhibition hall.





The display case containing one of the bones will be to your right as you enter the exhibition hall. There are also two of Anna's men (both armed) patrolling the area. Save retrieving this bone for last. Inside the doors, move left to the shadowy corner behind the door so you can observe the soldiers' paths.

The big gray metal doors on either side of the reception area are now open. Through both doors are small L-shaped corridors leading to display rooms. One display room contains two bones in display cases located next to each other. The other display room contains 2 bones in display cases located at either end of the room.



When the soldier closest to you turns and walks back toward the museum entrance sneak down the center isle using the display cases for cover and head through the double doors at the far end. Pass through the short corridor to the display room. You'll notice that the two display cases containing the bones are at opposite ends of this display room.



Wait by the side of the door until one of the two guards passes by to the left. At this point he will briefly pause with his back to you. Get up behind him and deliver a stealth-kill. Once he is dispatched, move to the display case adjacent to the doorway and use your lock pick to open the case and retrieve the second bone.



Next, take up a position against one of the display cases close to the far wall of the room and observe the other guard's pattern around the far end of the room and the second display case. When the soldier walks away from the display case, run to the corner crouch down and press up against the case. Wait for the soldier to pass by again and then sneak out to the display case and pick the lock to retrieve the third bone. If you need more time to open the case, slip back into hiding until the soldier passes by again. Should you be spotted by either man you will have to dispatch them both. After retrieving this bone use stealth to get past this guard and exit the hall.





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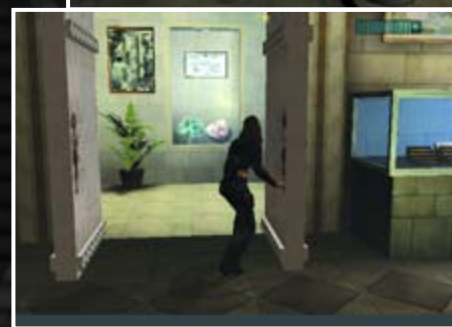


If you had to fight either of these soldiers, the noise created by the fight will bring an armed soldier into the display hall after you've collected these bones. Take up a position against the right side of the large display case in the center of the room and watch his patrol pattern. When he begins to walk to the wall opposite the doorway, make your move out of the room undetected.



Once you leave the room head into the L-shaped corridor and take up a position along the right side of the door leading back into the main display hall. You must move to the left when you enter the hall (past the reception area and through the double doors beyond) but remember that armed soldiers still patrol the area. Carefully time your move. Wait for the soldier to pass and walk to the left, then head out and run across the main display hall to the L-shaped corridor leading to the next display hall. This display room contains two bones in display cases located next to each other at the far end of the room. Two of Anna's soldiers guard the area. ↗

You can grab these two bones going totally undetected by the soldiers. When the closest soldier walks to the wall opposite the doorway, sneak into the room and head diagonally left toward the far wall. Using the display cases for cover, observe the second soldier's patrol pattern. If you time things right, you can sneak up to the first display case and unlock it to retrieve the fourth bone before the soldier returns along his route. If you need more time collecting these bones slip back into hiding at the back of the display cases and wait for the soldier to pass by again before resuming collection.



Once this bone is obtained take up a position around the back of the display cases and wait for the soldier to pass by once again. Sneak up the other side of the display case, pick the lock and grab the fifth bone before he walks back around.

After collecting the fifth bone, Vaughn will communicate to you that they have confirmed that Anna has just entered the museum. Now that you've collected five bones, it's time to make your way back to the main display hall and grab the sixth bone. Sneak back toward the entrance using the display case adjacent to the entrance for cover. Wait for the soldier near the doorway to walk to the left and sneak around the display case and exit the room. If you are spotted, you'll have to stand and fight. You can grab the gun away from one of the soldiers and use it against them both.

Once again, the noise created by the fight will bring another armed soldier into the room after the bones have been collected. You can hide behind the display case adjacent to the doorway. Here you'll find a broom, which you can use to take out the soldier when he approaches if you want to, or sneak out of the room undetected.

Now that you have collected five of the six bones, it's time to grab the bone in the main display hall. Inside the hall are two of Anna's soldiers. One patrols the area in a clockwise pattern. The other soldier patrols in a counter-clockwise pattern. Once the patrolling guard walks past your position to the right, sneak into the room and stealth-kill him. Next proceed down to the left using the large display cases as cover.



Adjacent to the last large display case is the case containing the bone. Carefully time your approach to the case while the patrolling soldier is not around. Next, unlock it to retrieve the sixth bone. Should the soldier approach while you are attempting to get the bone, duck back behind the large display case



until he passes by then resume your work. Once the sixth bone is in your hands, hide behind the display case once again. In addition to the soldiers, two of Anna's female soldiers will enter the room. Keep your position and wait for all the enemies to move toward you from the door leading back to the upper display halls. They will most likely spot you, but you can run past them through the double doors and head up the stairs to the left. Be sure to save your progress at the top.



After retrieving the sixth bone and while making your way back through the museum, Marshall has some more news for you...

Anna... no, don't see her. But I am reading an EMP spike in the shaft leading to the vault... Oh man, they've locked me out of the security feed – these guys are good. Uh, hang on, I'm checking museum inventory. Okay, Syd, sorry, there's one more bone inside the vault.

Sydney, Anna's in the vault. Repeat: she is in the vault.

Vaughn tells you that you can still get to the vault through the armory beside the security mainframe, but you have to fly.

OBJECTIVE UPDATE: Locate the vault.

Anna's men are still patrolling the museum complex and female soldiers have been sent in as reinforcements. On your way back you may see evidence of this. Save your progress at the top of the stairs leading back into the display room where you first encountered the laser beams. Open the door using stealth and observe the enemy patrols. Quietly enter the room and move right using the display case for cover. When the soldier walks by, stealth-kill him. Continue around the room avoiding the other soldiers in the area. From here you can either exit the room to take the lower route or make your way to the stairs and continue along the upper route.





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The best strategy to use to get back to the mainframe room is to retrace your steps. If you traversed the museum using the upper route, proceed back along the same path. Chances are you've encountered some of Anna's men along the way and disposed of them. If this is the case, you'll have an easier time getting back. If you took the lower route, proceed back along the lower route for the very same reason.

If you take the upper route, once you've made it along the upper walkway (near the security system panel), you can pass through the door at the corner. This door was locked when you first came through here. Once on the other side, head down the stairs and through the door on the left to re-enter the mainframe corridor. If you've returned via the lower route, pass through the door directly below the security system panel you disabled earlier and pass straight through the small display hall to re-enter the mainframe corridor. Save your progress.

Returning to the armory, you must fight Sark's driver and two more of Anna's soldiers. Once again, use whatever weapons you can find to take them out. After this scrap, you need to head to the scaffolding room located through the armory door displaying the yellow construction work sign. You might want to go



back into the mainframe corridor to save your progress before proceeding.



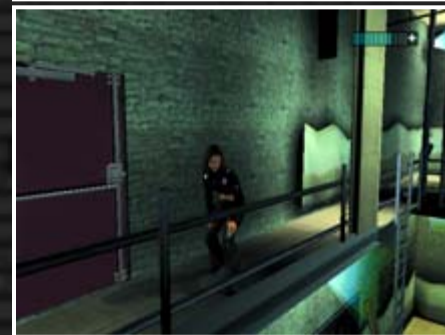
Once inside the scaffolding shaft, make your way down the ladder on each scaffolding level. You will have to fight the guards as you proceed downward until you reach the bottom. After each encounter be sure to retrieve a weapon from one of the soldiers to make your job easier. If timed correctly, some of these soldiers can be taken out using stealth.

You will encounter two soldiers on the first scaffolding level. Kill them both

before proceeding around the walkway to the next ladder.

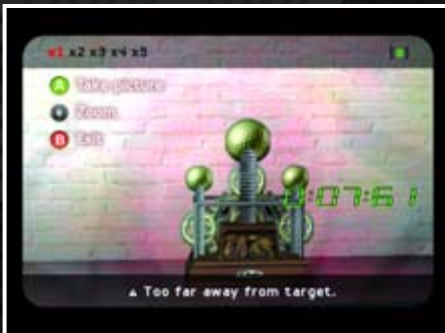
On the second level you are faced with two additional soldiers... one carries a gun. Be sure to disarm him first or deliver a stealth-kill and use the weapon against your other attacker. Once the soldiers are dispatched walk around to the ladder leading down to the ground level. Be sure to take notice of the red fire escape door at the end of the walkway before heading down to the floor. You will be passing through there very shortly.

Reaching the bottom, you will notice another ladder leading down through a hole in the floor into an area opposite the vault. Head down the ladder. At the bottom of the ladder you will find a **SAVE POINT**.



Moving toward the vault will trigger a cut scene leading to a mini-game inside the vault. Anna is no longer in the vault. However, there are a number of Rambaldi artifacts within the glass cases inside the vault. You are tasked with photographing as many of them as possible with your mini camera. You are not required to photograph any minimum number of artifacts to complete your mission. However this is a good opportunity to practice your camera skills!

HINT: Frame the target using the zoom and directionals. Wait for the icon in the upper right to turn green for focus.



When time expires you will see Sydney jump out of the vault just as the door begins to close. At this point Sydney contacts HQ asking if she can reactivate the security systems trapping Anna inside the museum before she can escape. Vaughn reluctantly agrees. Once again, you will be contacted by Marshall..

Anna's got a guy on the security system with me. I thought I was racing him – but he's been hacking me this whole time— They intercepted the escape route I had for you. There's a fire escape beside the stairs at the back end of the ground floor. It's the only way out now that the security's back on: but Anna's already heading that direction –

OBJECTIVE: Find your way to the fire escape at the rear of the museum.

Save your progress before leaving the area. Begin to make your way back up out of the vault. As you climb the first ladder in the scaffolding area you will see Anna run past and through the red security door that has been blown open. It's now a foot race between you and Anna. You must keep up with her. Keep an eye on the signature reader in the HUD. Should you fail to keep up it's all over!



As soon as you can move, make your way up the ladder and run toward the now-open security door. Vaughn and Marshall will

communicate with you but don't stop running. Marshall has locked on to Anna with the signature reader. This will help you keep track of Anna's present location. Should she get too far ahead, Marshall will lose the signal and the mission ends in failure.



Run up the steps, then directly across the small display hall and through the L-shaped corridor leading back to the main exhibition hall. If you've gotten a jump on Anna, you should spot her running ahead of you through the double doors at the far end of the hall. Keep up the chase.



As you enter the next hall, head straight through another open security door directly in front of you. You've now found the fire escape and accomplished your objective, but you've got to stay on Anna's trail! At all times, do not attempt to engage any of Anna's troops along the way or you will fall too far behind. Avoid them whenever they appear.



OBJECTIVE: Follow Anna through the back streets.

At the top of the long ramp, head through the door on the left out onto the courtyard balcony. Move to your left, you should see Anna running to a small doorway around the opposite side. Follow her through the door and down the steps to the streets below.

>>





LEVEL 2_MUSEUM p.42



Run through the courtyard after her. Enter the archway across the courtyard and turn right to continue the pursuit. Anna will then pass through another series of doors, hallways and courtyards. Try and keep her in your sights. If you lose her, stay to the left and use those doors to follow her. Once again, stay clear of her soldiers.



During the chase, you'll discover that Marshall's location has been compromised and he's been captured. Vaughn is sending a team to rescue him. Your job is to stay on Anna's trail.

You will finally come to a small doorway along a solid wall. This door leads to a stairway to a rooftop. Vaughn has picked up a "hot spot" on the roof. Anna has a helicopter waiting to make her escape. You arrive on the roof of the building just in time to see Anna jump into an unmarked helicopter and make her escape. Although you've success-fully tracked Anna down, she gets away... But with Marshall captured... you're not about to give up.



THE RUINS

Your hunt for Anna and the fuel cell brings you deep into the desert to the site of some ancient ruins. Dixon fills you in on the latest intelligence...

Sydney, Vaughn's coordinating with the team that's trying to recover Marshall. I'll be on comm with you for the remainder of the mission. I've tasked a KH-12 satellite over the area. Since the ruins aren't giving us as much visual interference as the museum, I'm reading your signal loud and clear. The trade-off is, we lost the beacon from Marshall's carbon reader. We think Anna's men discovered his tracking system and destroyed it.

One last thing, before Marshall was taken, he was able to ping his remote hacking feed off a different CIA server. I've got operational control of his backup. If you need to hack a computer, I should be able to pick up Marshall's slack on my end.

OBJECTIVE UPDATE: Explore the outer ruins.

You enter the ruins by a collapsed section of wall – the collapsed wall does not allow direct access into the center of the ruins, but does allow you to enter the complex on its outer perimeter. At your starting position, you will find a **SAVE POINT**. Now you must begin your journey around the edges of the ruins to find a way into the center complex. Using your enhanced vision combined with your thermal imaging is the best strategy for making it through these areas.



The ruins are dark and often enemy patrols cannot be detected in the shadows under normal vision. Use your enhanced vision to keep track of enemy patrol routes to time your moves. Use your thermal imaging to locate enemies also. Should you end up in a fight in a darkened location be sure to use the thermal imaging to get a better view of your attackers.

Within this first area you'll encounter a few patrolling guards armed with swords. You have to get to the doorway at the right rear corner of the ruins, diagonally opposite your current posi-

tion. Should you be spotted they will call for reinforcements and you'll have a tough battle on your hands. Stealth is the way to go here.

Move to the right around the tent. Continue to sneak to the right and take up a position against the wall across from the archway. There will be a guard on patrol here. Wait for him to turn his back, then you can either sneak up behind him and deliver a stealth-kill or run straight across to the arches and head down to the door along the wall to exit the area. Once he is dispatched or bypassed, head through the small doorway and to the right. Next, make your way through the metal door along the far wall.



Once again, you're going to have to make your way around to an opening in the archway diagonally opposite your position. This area is much more heavily patrolled. There are guards with sword and guards with guns. Open the door in stealth mode. There may be a guard walking directly at you when you open the door. If that is the case, hide beside the door until he passes by to your left.

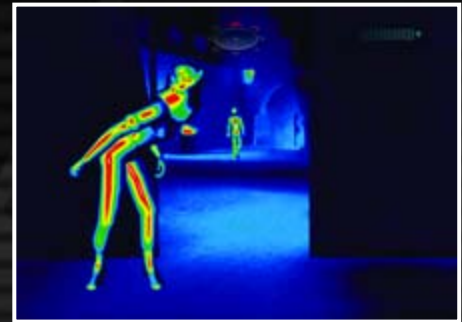
The safest way around this area is to sneak around the left wall until you reach the far corner. Next, quickly make your way to the collapsed wall adjacent to the area where the gunmen will arrive and wait for him to pass. Be sure to duck into hiding as quickly as possible so that your footprints don't lead directly to you.



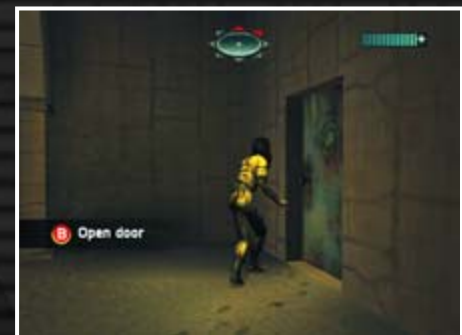
At the far end of the area, head through the archway and move right through another set of arches. Turn left and pass through the open door. On the other side of the door you'll find another **SAVE POINT**.



This area is guarded by a number of gunmen. You must reach the far right corner to exit the area. Stealth is key to reaching your destination alive. Be careful here. Move along the set of broken walls to your right avoiding the patrolling guard. When the coast is clear, take up a safe position inside the tent in the center of the area. From there you can see the door you must go through. However a guard patrols the area. If he hears you, simply stay quiet and he will eventually go back to his patrol.



When the guard moves away, head out of the tent and hide behind the boxes to your right. Make your way between the boxes and the fence. There is one additional guard walking back and forth along the wall in the archway. Use the columns to remain undetected and time your moves to reach the door to exit. Successfully through the door, head around the broken wall and exit through the next doorway.





Use stealth to open the door. You've now entered the last of the outer ruin areas. Once again, you've got to get to the far right corner of the area to find the entrance to the inner ruins. The guards in this area follow L-shaped patrol patterns that run out of sync with each other. Watch their patterns and sneak around them to the exit.



OBJECTIVE UPDATE: Explore the inner ruins.

Now that you have successfully reached the inner ruins, you'll find yourself on the inside of the chain-link fence. Now you must explore these inner ruins moving through areas to find exits diagonally to the left of your position... Opposite of the way you came through the outer ruins.

Head along the left wall and down the corridor between the wall and the fence to the metal door at the far end. Enter the door. Inside this short corridor you will be safe for the time being and you'll also find a **SAVE POINT**.

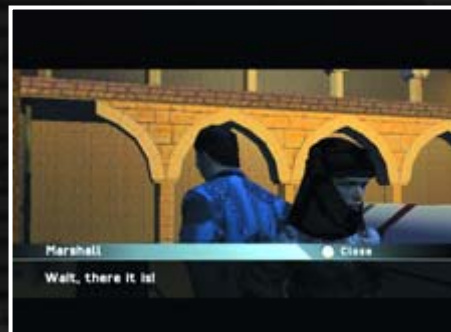
Continue to move forward through the next door and to the left along the corridor created by the fence and the ruin walls. Around the corner to the left are two patrolling guards. You are going to have to fight them or run past, splitting them down the middle to continue through the inner ruins. Both men are armed with swords. Disarm them and use their weapons against them to quicken their demise.



Once they are defeated, proceed to the far end of the corridor, head through the opening on the left and proceed up the stone steps. Scale the small landing and proceed up the next set of steps to the door beyond.

From your vantage point you can see that Anna has some sort of tactical warhead and a communications truck. Dixon communicates that the weapon is actually a nuclear device, but it is not providing a missile signature. She is probably going to use it to cover her tracks. The fuel cell has also been located. Best of all, you've also found Marshall. Now the bad news... Anna knows you're around. If you don't give yourself up, Marshall is a goner!

At the end of the cut scene you discover that you and Marshall have been tied to the bomb. In order to escape, you're going to have to find a way to get free and disarm the bomb. Luckily, Marshall was never searched when he was abducted. He has a lock pick in his pocket.



Once you get your hands on the lock pick you will have 45 seconds to pick the lock then enter the correct security protocols to disarm the weapon. Should you not accomplish this within the time frame, you and Marshall are doomed.



Successfully freeing yourself and Marshall within the time limit will trigger a cut scene of your escape from the ruins.
MISSION ACCOMPLISHED.



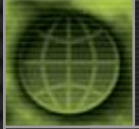
LEVEL 3_ ASYLUM



LOCATIONS_

Tattoo Parlor in Bucharest, Romania_

High Security Psychiatric Hospital in Bucharest, Romania_



OP-TECH DEVICES_

DNA Monitor_
Can determine the identity of a person. Can be used remotely on live people (from their breath, skin and hair particles) or on contact on the dead

Camera_
Mini EMP
(Electro Magnetic Pulse)
Generator_

Remote Modem_
Lock Pick_
Nitroglycerine_



DISGUISES_

Stealth Suit_

Doctor's outfit_

MISSION BRIEFING_

We followed the trace you put on Sark's driver in Monte Carlo. Before you encountered him in the museum, he made an unexpected stop in Bucharest – to a maximum security psychiatric hospital.

We tasked HUMINT on the ground to investigate. They reported back that the hospital administration recently changed hands – to a company whose sole stockholder is Arvin Sloane. The local corrupt government is using it as a gulag for political prisoners.

Our sources were able to locate a patient roster list. Among those listed as "insane" were our missing field agent, Jacobs... and Neil Caplan. We had him in protective custody. He left of his own free will and has been checking in with his wife regularly, telling her he's on a business trip

Your mission inside the Asylum is twofold. First, extract Dr. Caplan from the hospital. Given his bizarre behavior, be prepared for a hostile target. Second, retrieve the lost fuel cell. However, since we have multiple fuel samples for study and Anna has only one, we may advance to an acceptable loss scenario. Destroy the fuel cell... At all costs.

We've been running through hospital security. Access is controlled via a combination of keycard and biometric sensors. We haven't been able to pin down the exact combination. However, our sources tell us the local guards spend a lot of time around a tattoo parlor... You'll start there to obtain a key card.

As the level begins, you'll watch Sydney enter the tattoo parlor waiting room. After exchanging a few words with the thug inside, he'll shove Syd toward the door. At this point you'll be back in control.



You must engage the goon in combat in the waiting room. There are a few bottles on the counters, which can be used as weapons. There is also a bat behind the counter and a pole in

the area. Take the bat or pole with you when you enter the back room. Once the goon is taken out, search him to recover the key card necessary to gain admittance to the back room of the parlor. Adjacent to the door you will find a **SAVE POINT**.



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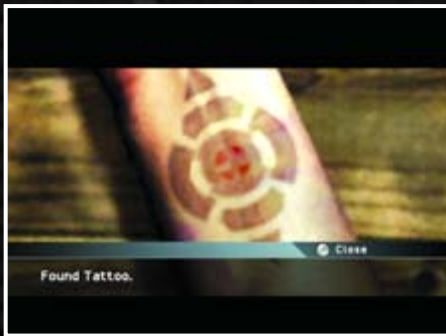
LEVEL 3_ ASYLUM

p.45



OBJECTIVE UPDATE: Search the tattoo parlor for a key card.

Passing through the door behind the counter will take you to the back room of the parlor. Inside the room you encounter a number of other goons. You must fight all of them. Weapons can be found throughout the room. Take advantage of them if you need to. Searching the body of the last goon you kill will show you a close-up of his Followers of Rambaldi tattoo.



When Marshall does a UV scan of the tattoo he finds out that a special dye was used. This dye is the key card you've been searching for. In order to pass through the asylum security, you're going to have to tattoo yourself. After a short cut scene it's time to enter the asylum.

OBJECTIVE UPDATE: Gain admittance to the asylum.

ASYLUM ENTRANCE

There are a number of armed guards patrolling the grounds outside of the asylum. Two additional armed guards block the main doors. Marshall has downloaded ground floor plans of the asylum to your digital notebook. If you refer to them, you'll see that you are currently located in a small side alley. The alley is separated from the hospital grounds by an iron grate that you have to climb over to enter the grounds. Moving into the alley, there will be a split screen allowing you to observe an armed guard patrol close to the barrier at regular intervals.



In the alley is a small dumpster on wheels. You need to push the dumpster up against the iron grate to get the necessary height to scale it. The dumpster is blocked by debris. Using kicks break the crates and clutter blocking the dumpster.

Always keep an eye on the patrolling guard and use cover to avoid detection when he approaches your position as you manipulate the dumpster into position.



Time your move over the grate. When the patrolling guard walks away, jump over the barrier and take up a hiding position behind the barrels. After the guard approaches and turns around to walk back, he'll pause. Using stealth, sneak up behind him and deliver a stealth kill.





As well as the patrolling guards there are also security cameras along the exterior of the hospital, which must be avoided or taken down with your EMP generator or a gun. The grounds contain various items, which you can use for cover, dumpsters, barrels, ambulances, etc. Also since it is nighttime there are patches of shadow you can use to your advantage.

After dispatching the first guard, hide behind the barrels directly below the security camera. Select your EMP gun from your Op-Tech inventory. Aim and fire a beam at the camera to disable it for 60 seconds. During this time, move to the right behind the large dumpster being careful to avoid additional guards. Behind this dumpster you'll find a **SAVE POINT**.

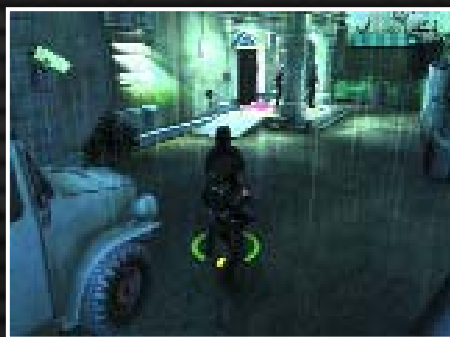
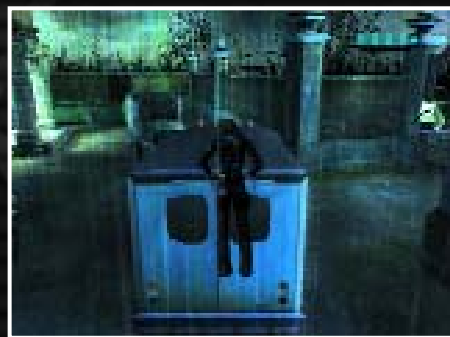
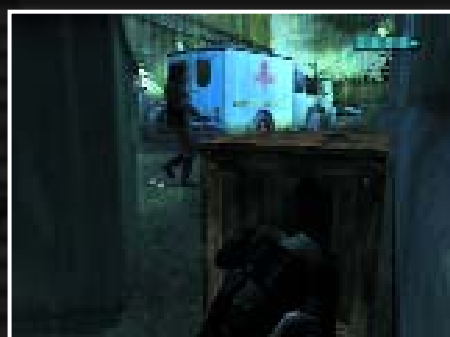


Now that you have managed to get around to the front of the hospital you will find an area of safe ground from where you can observe the main doors of the hospital. There are a number of ways to gain access through the main doors. If you took the guard's gun, you can use it to shoot out the cameras so they won't reactivate or use your EMP device to temporarily deactivate them. There are also a number of barrels and dumpsters to hide behind, and if you get up on top of the ambulances without being seen you'll remain undetected up there also.

From the dumpster (with the save point) you can sneak to the smaller dumpster in the corner along the wall. Crouching behind the crate along the wall, you can push it out of your way. When the camera and the guard are not facing you, sneak out of hiding and climb up onto the ambulance roof. From this position you can execute a death from above attack on one of the patrolling guards when he pauses under the camera but be sure to deactivate the camera before doing so.

Once this guard is done in, crouch between this ambulance and the one next to it (closest to the asylum entrance) just behind the passenger-side front wheel. The last of the patrolling guards will wait momentarily close to you. At this point you can deliver a stealth kill.

The two remaining guards watching the entrance can be dealt with either by shooting them with a captured gun or you can sneak past the main entrance and take up a position on the opposite side. From here you can distract the guards by throwing objects or knocking them over with your EMP device. While they are distracted you will have a brief amount of time to sneak up to the door and use the switch to enter. >>





Once safely inside the entryway you will find a **SAVE POINT** in the far right corner. Your mission now is to locate Dr. Caplan. A sample of Caplan's DNA has been sent to your scanner.

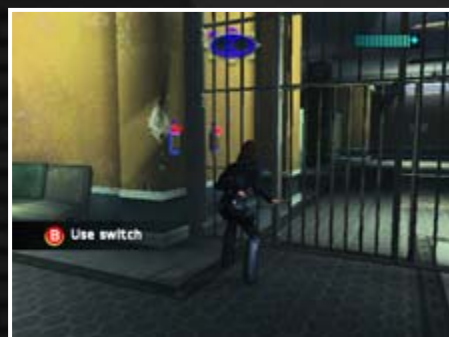
OBJECTIVE UPDATE: Locate Dr. Caplan.

ASYLUM FOYER

You now need to stealthily get across the foyer avoiding the patrolling guards. You can use the chairs in the waiting area as cover. This is a perfect opportunity for you to take out the patrolling guards using stealth attacks. The objective is to reach the ground floor corridor, which is located at the far left corner of the reception area.



There are two security gates in the foyer. You can use either gate to gain admittance. However, the gate on the right offers the least resistance since the one on the left has a security camera not far from it, as well as a patrolling guard.



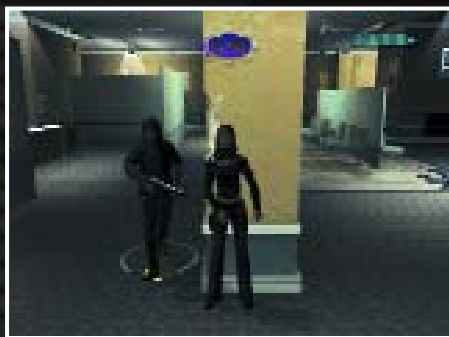
Should you enter from the right, press up against the small wall column and wait until the guard approaches. Then kill him with an around-the-corner stealth attack. Next, sneak up on the stationary guard watching the center of the foyer and deliver another stealth kill. ↗



Should you head left, use the wall switch to enter the foyer. Using stealth press up against the wall and strafe down to the corner. A guard will approach your position. When he comes close, attack him with an around-the-corner stealth kill. Next, move to the adjacent wall and use your EMP gun to knock out the camera. From this position, you can sneak up on the guard watching the center of the foyer. Kill him with a stealth attack.

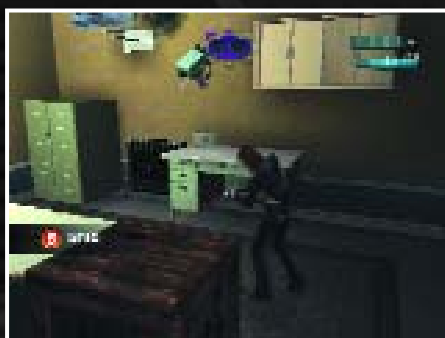
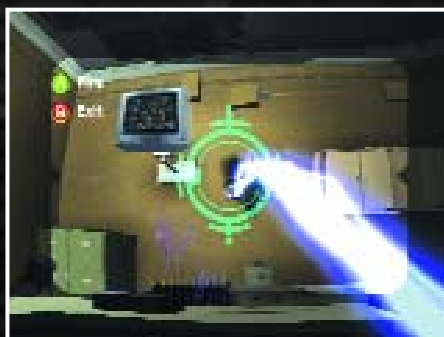


Depending on which way you entered, there will be another guard on patrol. Use the columns for cover and wait for the remaining patrolling guard to come past and deliver a stealth kill. At the far right corner of the foyer there is a stationary guard and a security camera blocking a set of double doors. The camera and the guard will not come into play at this point if you get through the foyer without too much fighting. However, you will want to take the guard and the camera out shortly to make your final escape from the asylum a lot less painful!



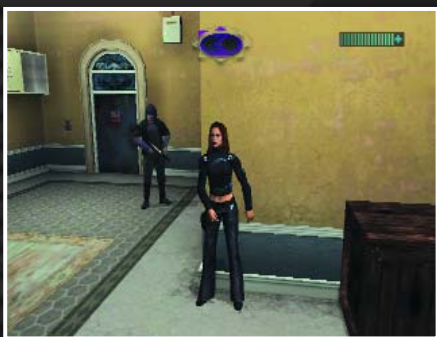
There are two ways to gain access to the ground floor corridor. One is by obtaining the keys located on the reception desk next to the sleeping guard. The other (easier) way is to head directly toward the corridor entrance in the small room and use your lock pick to open the door. Either way you will have to deal with the armed guard watching the entrance.

Should you elect to open the door with the keys, they are located behind the large reception desk at the far end of the foyer; a security camera covers this area. There is also a guard asleep here. There is not enough time during the camera's sweeps to rush round, get the keys, and get back unnoticed. There is a wooden crate at the end of the desk, which is large enough for you to hide behind. You can push it forward each time the camera looks away until you are close enough to the keys to grab them and get back behind the crate. The camera will not notice that the crate has moved slightly each time it passes, but it will notice if the object is moving. Once you have the keys, you need to get to the door. An easier way to obtain the keys is to use your EMP gun on the camera to disable it. Once disabled, sneak past the sleeping guard, grab the keys, and sneak away. There is a possibility that the noise from the EMP gun will wake the sleeping guard. If this happens, you've got to take him out before grabbing the keys.



To get past the guard in the small room, you can distract him by throwing a can through the open window into the room and crouching down to avoid detection. When you throw a can he will investigate around the area, eventually heading toward the door. After he walks away from the door heading back to the corridor entrance resuming his normal patrol, climb through the right window. Take up a position against the wall at the corner. When the guard approaches again, perform a corner kill. After dispatching this guard, you can access the corridor by either using your lock pick or the keys if you've retrieved them.





GROUND FLOOR CORRIDOR

You are now in the ground floor corridor. Two armed guards are patrolling the corridor and can be taken out with stealth attacks. Around the corner to the left is a group of psychiatric nurses you will need to fight to keep them from raising the alarm. Keeping watch over the corridor is a security camera, which needs to be taken out with the EMP gun. If the camera spots you, more guards will rush into the corridor and attack you.

Immediately upon entering the corridor, run and press up against the wall column on the left. When the guard approaches, attack and kill him. Next, move down the corridor along the right wall and crouch behind the metal cart. The camera will be directly ahead of you and there will be a guard patrolling the right corridor. Wait for the guard to stop at the corner. When he turns to walk away and the camera is not focused in your direction, use stealth to move around the cart towards the corner and quickly use your EMP gun to take out the camera. Now, press up against the wall and wait for the guard to come back. Perform a corner attack to dispatch him. At the far end of the right corridor is an elevator. However, you cannot access it without a key code so you'll have to come back here later.



Once the two armed guards are killed, head down the left corridor toward the nurses, picking up a broom along the way. Fight the nurses until they all are killed. The noise from the fight may attract the armed head of security. Take his gun away and kill him. Then search his body to retrieve the key needed to open Caplan's cell door.

At the end of the right corridor is a padded cell in which Caplan is being kept. Several more padded cells containing inmates line the corridor. Once all resistance has been dealt with in the corridor, head over to Caplan and listen to what he has to say.





I... know you, don't I? Sydney...? Oh God... Oh God, what am I doing here? The last thing I remember... someone was shooting a laser into my eyes... God, I've been hallucinating -- they made me think I was just away on business.

The brainwashing laser – they must have another prototype... I remember now. It's in the upper floor of the building. But you need a special tattoo to get to their lab. Not what the grunts around here have. It's a special design for scientists and administrative staff. Last week, they... they killed one of the scientists. His body's in the morgue.

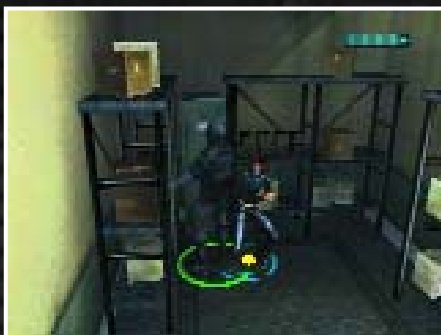
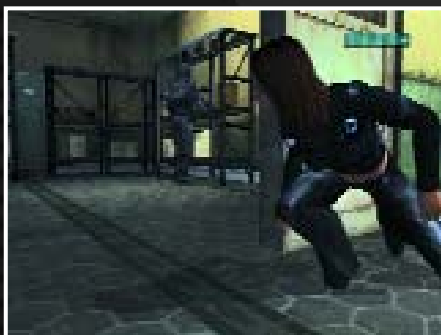
Vaughn now tells you that they are ready to rescue Caplan. You've got to get him to the main entrance.

OBJECTIVE: Free Dr. Caplan and take him to the main doors.

If you were able to use stealth to kill the two armed guards and disposed of the nurses without raising a lot of noise, you'll realize that the security bolt on the cell door will require a key. You need to find the head security guard, kill him and grab his key. If the head of security heard the commotion earlier you have probably killed him already. A search of the body at that time would have gained the key.

If the key has not yet been obtained, a short distance down the corridor and around a corner, you can find the head of security in a room at the end of the hall. Sneak up to the doorway and look inside to

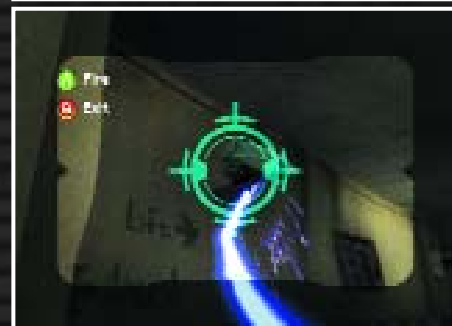
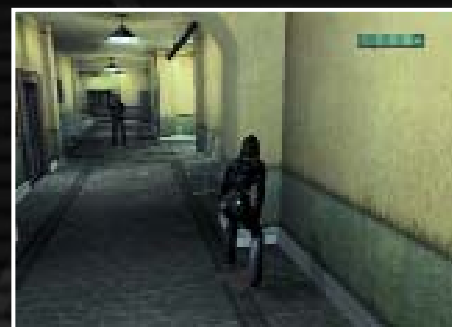
observe his patrolling habits. When he turns his back and stops at the rear of the room, enter and deliver a stealth kill. After he is dead, searching him will get the keys to Caplan's cell. Return to the cell and let Caplan out. Inside the cell you will find a **SAVE POINT**. Once Caplan is free, order him to follow you.



You need to take your time making your way back to the asylum entrance. Caplan needs to follow you and he's not very fast. Be sure to check every now and then that he is close by as you backtrack through the corridors and foyer area.

Rounding the first corner, you will see another guard on patrol. Tell Caplan to wait while you dispose of the threat. Sneak up to the column along the right wall. When the guard heads back down the corridor and the camera faces away from you, move

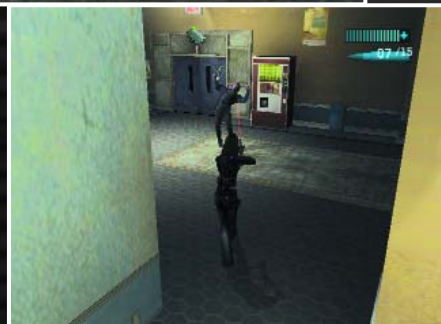
out into the corridor and use your EMP gun to disable the camera. Then sneak up and take a position where the corridors meet. Grab the metal cart and push it to the corner. As the guard approaches crouch behind the cart. When he turns to head back towards the elevator, sneak up behind him to deliver a stealth kill. Now, return to Caplan and tell him to follow you once again. Should you be detected, armed guards will descend upon you and Caplan. You'll have to kill them to proceed.



LEVEL 3 _ ASYLUM

p.51

Head down the corridor back to the foyer area. Once inside the small room tell Caplan to wait once again. There is another guard patrolling the foyer area. Observe the guard from the window. When he walks away to the left, climb through the window and press up against the right side of the column. Wait for the guard to return and kill him with an around-the-corner stealth attack and then take his weapon. Use the gun to take out the security camera back toward the foyer entrance. Next, it's time to get rid of the guard and camera by the double doors. Head over to the doors and dispatch both the camera and the guard with your weapon. Once the cameras and the guards are disposed of, return to Caplan and get him to follow you once again.



Either exit mode you choose will bring Caplan to the main entrance to complete your objective. Before leaving Caplan speaks... *That's two I owe you agent Bristow!! Sydney, there's one more thing: they needed my branch algorithms for certain security access, but one of my key codes is 4747. Also, here's a map of the basement - Good luck!*

Vaughn instructs you to find the elevator. According to Marshall's schematics it should give you a straight shot to the morgue. With Caplan's code revealed you can now head back to the elevator and use the code typing in 4747.

OBJECTIVE: Get into the morgue.

At this point you should be able to get through the foyer unobstructed by guards and security cameras. Head back into the ground floor corridor and make your way past the security camera (if it is still active) using your EMP generator and go right to reach the elevator. At the elevator type in 4747 to gain access. Inside, use the switch to take yourself down to the basement.



Within the basement hallways you will have to stealthily navigate the areas avoiding guards and cameras, or take them out using a combination of attacks and your EMP gun. The corridor goes in two directions from the elevator shaft. The corridor to the left leads to the morgue. The corridor to the right leads to a guardroom. You can use your map to get your bearings before you proceed. There is a **SAVE POINT** just to your left as you enter the corridor. The morgue is protected by another security lock, which will require keys from the head of security to open.

If you head around to the morgue first, the door leading into the morgue is along the right wall. You will run into a nurse or two patrolling the corridors around the corner. Press up against the walls at the corners and wait for them to approach then deliver stealth kills. Past this door you will find another corridor and a stairway leading down to another locked door. To enter this room you will need the tattoo upgrade. Once you get the upgrade, be sure to return to this room before heading up to the lab and ward. Since you are going to need a new set of keys to enter the morgue, it would be best to simply head to the guardroom first.

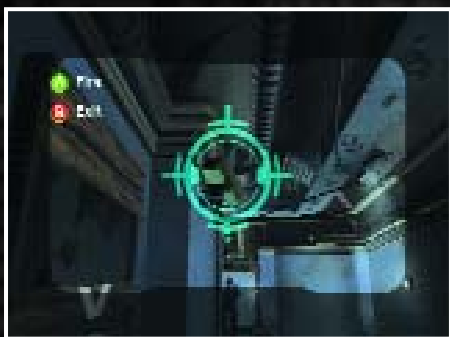
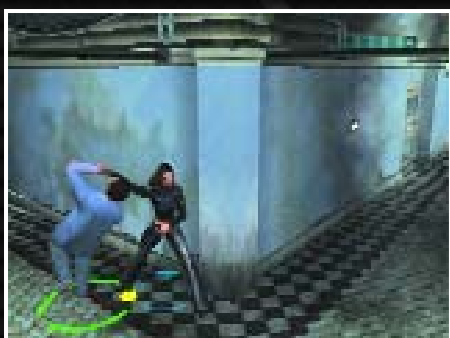


Head back past the elevator doors and proceed right. Be on the watch for patrolling guards and nurses. Make your way to the left side of the corridor and sneak down the corridor to the left.

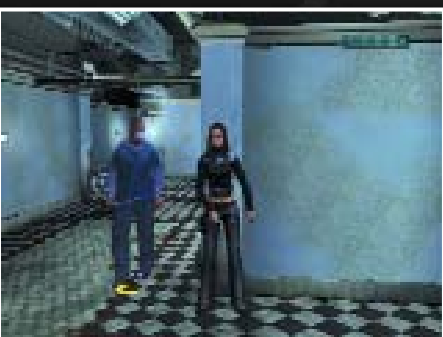


At the corner, press up against the wall and see what's waiting around the next turn. Here you will encounter two nurses.

Halfway down the corridor is the first nurse. A security camera is mounted on the left wall. From this position you can also see another nurse patrolling the corridor at the far end. Press up against the wall at the corner and wait for the first nurse to approach then deliver a stealth attack. Sneak down the hall and use your EMP gun to deactivate the camera temporarily. Now, continue to move down the corridor leading to the entrance to the guardroom.



At the short turn in the corridor press up against the wall at the right corner and wait for the other nurse to approach. When he passes by take him out with another around-the-corner attack. Next, slowly head down the left wall toward the entrance to the guardroom.



GUARDROOM

Two armed guards and a CCTV camera guard the door of the guardroom itself. This is shown in a split screen of you in relation to the guardroom. You can choose to either fight it out through the front entrance, or head past the entrance down a side corridor. Passing the guardroom entrance undetected calls for quick reflexes. Your move has to be timed just right. Watch the split screen.

There will be very short intervals when the guards look away AND the camera is also looking away. This is your opportunity to run past the entrance without being spotted. If you feel confident, you can also roll past them. This is slightly faster but slightly harder to control. Press crouch and the action button to roll.



If you choose to fight it out and enter through the main door, you will need to kill the two guards and shoot out the camera. This can be done in a way which will not alert too many other patrols. First, run past the entrance when the two guards and the camera are facing away. Next, press up against the wall at the corner of the side corridor. Stealth kill the armed guard patrolling the side corridor and grab his gun. Before going back to the guardroom entrance save your progress at the **SAVE POINT** in the side corridor. Now, move back toward the main entrance and let the guards (but not the camera) spot you. Move back toward the side corridor (out of the view of the security camera) and shoot the approaching guards. Once they are killed you can sneak back to the main entrance and shoot out the camera.





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With the guards and camera gone you can pick the lock or use your keys if you obtained them in the foyer area to open the door into the guardroom. Use stealth when opening the door. The noise from the gunfight may have alerted the guards inside the room. Once the door is open, press up against the right side of the opened door and wait for the guards to resume their normal patrols inside.



The head guard (with the morgue keys) is in the far corner, close to the pool table. A nurse is patrolling near the doorway. Crouch down behind the crate and he won't be able to see you. When he's walking away to the left roll toward the far, right end of the first dining table. Remain crouched and you should be safe. There's a risk the first nurse will see you on his return, so rotate the camera to keep an eye on him. The second nurse patrols the central area. When he's at the far end of the room, roll to the end of the second dining table. If you remain quiet, the two armed guards sleeping at their posts will not awaken.



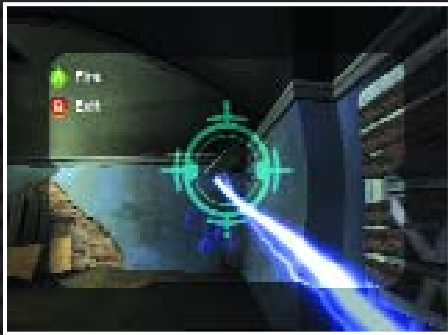
From this position, you can watch the head guard. He walks back and forth and occasionally radios in to acknowledge everything is safe. When he radios in to base, sneak up to him. If you're too slow don't panic. He'll stop and catch his breath a second later. Quickly stealth kill him and search for the keys. With the keys in-hand, you can return back to the main door in the same manner that you entered, rolling past the tables and eventually hiding behind the crate before you exit.



Should you wish to enter the room using the side corridor be aware that a guard and an additional camera will have to be dealt with. This corridor leads to a section of the basement where building work is taking place, and a hole high up in the wall leads into the guardroom. Press up against the wall at the corner and wait for the guard to approach then deliver an around-the-corner stealth kill. Just around the corner from



this position you will find the **SAVE POINT**. At the end of the corridor is the camera. Use your EMP gun to disable it. A ladder opposite the camera leads up to scaffolding and the entrance to the guardroom. Here you will also find a **SAVE POINT**.



After climbing the ladder and passing through the hole, you will come out on the rafters of the guardroom. Some of the beams are rotten and will give way if you walk across them. Vaughn will relay to you the position of the head of security.

From the entrance sneak along the rafters and make your first right, then make a left. Next take a right and then another right and head to the end of the rafter. Passing across this section will cause the rafter to crumble and fall to the floor waking the guard directly below and trapping you in the corner. The startled guard will leave his chair and take up a position across the room close to the pool table. The guard with the keys will look around briefly then resume his normal patrol.



Drop down from the rafters and crouch at the end of the dining table watching everyone's movements. When the guard with the key turns away from you, sneak up, stealth kill him and quickly search him to obtain the keys. Keep an eye on the armed guard. As fast as possible sneak back to the end of the dining table. Finally, time your rolls (or creeping) back to the main entrance past the sleeping guard.



If done quietly, you can retrieve the keys and leave through the main door without being noticed. However you will have to use your keys or pick the lock to do so. If you are spotted, you'll be attacked by the rest of the guards in the room and must survive a tough battle in order to get out of the guardroom alive. Take the guns away from your attackers and use them against your other opponents.



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If you leave through the main entrance and the guards posted at the front were not dealt with before, they will attack you. More armed guards will also rush to attack since the security camera will also spot you. This will be another tough battle for you to contend with, but once you survive, you can now make your way back through the basement to the morgue door.



OBJECTIVE: Get to the morgue.

MORGUE

Make your way back through the corridors to the morgue door. Be sure to keep an eye out for security cameras and any remaining patrolling nurses. Use stealth against any enemies you come across if possible.

The morgue contains several nurses who will attack you as soon as you enter the room.

Scattered around the morgue are several pieces of medical equipment that you can use as weapons. Try picking up and throwing the vials of acid at the nurses! After all the enemies have been dealt with, approach one of the cadavers on the morgue tables.



Sydney will ask Vaughn how she can tell which body has the correct tattoo. Vaughn replies... *We're feeding Interpol's genetic database into your DNA scanner. Most of Anna's scientists for hire should be in the IGP. Test the bodies...the one that gives you a hit should be the one that has the level two pass.*

OBJECTIVE: DNA scan the bodies to find the scientist with the upgraded tattoo.

Now it is time to use the DNA scanner to find out which of the bodies contains the tattoo. All of the bodies except for one will be a non-match. The correct body can be found inside the drawer along the wall... second from the left. Open the drawer

using the switch and select the DNA scanner from your Op-Tech inventory and scan the body.



Once you have found the correct corpse, Marshall will contact you...

Do you see that X-ray next to the body? It doubles as a gas spectrometer. Man, I am so jealous, I've always wanted to use one of those. It'll read the chemical make-up of the tattoo. It's compatible to your PDA, so scan it and I'll be able to dissect it on my end...

OBJECTIVE UPDATE: Analyze the body using the x-ray machine.

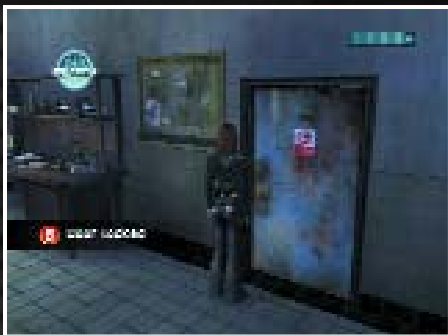
You will find the X Ray machine to the right of the bodies in the drawers. Press grab and push the machine over to the cadaver positioning it just next to the body. Then press the switch on the machine, using it to photograph the body. Now Marshall can figure out what the tattoo upgrade is all about...



Okay, the level two tattoo is just an adjustment to the one you already have...a liquid magnesium sulphide plus ca change. If you can find the storeroom, you should be able to find the sulphide that will get you into the upstairs lab.

OBJECTIVE UPDATE: Collect the tattoo upgrade chemicals.

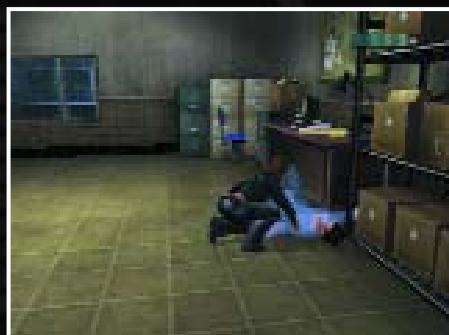
There is a door at the far end of the morgue, which is controlled by a switch. Your tattoo will not allow you access through here yet. Along the back wall past the examining tables is the door to the storeroom.



There are two ways to enter the storeroom. You can simply walk up to the door and use your lock pick, or you can head into the inner room along the right wall leading to the switch-operated door. Inside the room a nurse is patrolling.



Beating the nurse and then searching the body will give you the key to the morgue storeroom. In addition, you can grab a map located on the desk at the far end of the room. Once again, there is a switch-operated door within this room which you cannot activate at this time. With key in-hand, head to the storeroom door, use the key and walk into the storeroom.

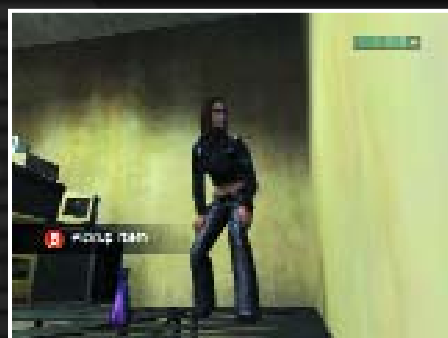


MORGUE STOREROOM

The equipment in the storeroom is kept behind a fence you cannot climb and a locked gate you cannot pick. There is also a hatch through which objects can pass but is too small for you to fit through. An enemy also patrols this area, and will attack you if you're spotted.

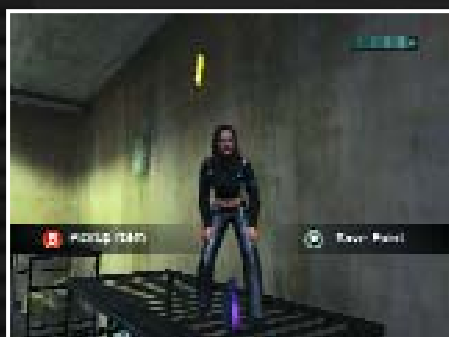
To the left of the entrance you will find a set of crates against the wall. Climb them to reach an overhead pipe and grapple your way through the fence and drop down onto the high shelves in the storeroom. The chemicals are located on these

shelves. Chemical upgrade one is located on the main shelf. You need to make your way around the shelf to the upgrade (shimmy past the objects on the top shelf). Proceed to the end of the shelf and obtain the first chemical upgrade.



If you are spotted, you can always jump down and take the enemy out. Then walk back to the shelving and you'll be able to jump back up and continue on.

Chemical upgrade two is in the corner under the **SAVE POINT**. Simply jump from the main shelf to the singular shelf in the corner. After collecting both upgrades save your progress. Next, make your way back to the morgue using the pipe you came in on. Once inside the morgue, the screen will fade to black as you give yourself a new tattoo.



OBJECTIVE UPDATE: Get to the lab.

Before heading through the doorway at the far end of the morgue, it's now time to re-enter the basement corridor and find out what's behind the door at the bottom of the stairwell.

Grab a weapon and head out through the morgue door back into the basement corridor, keeping an eye out for any remaining nurses on patrol. Next, move right, down the side hall and down the stairs to the locked room at the bottom. This door leads into the torture chamber. There is a doctor and two nurses inside that will attack you immediately. Kill them all and then search the doctor to gain the doctor's uniform disguise.



IMPORTANT: Gaining the doctor's outfit at this point will make your mission much easier once you reach the upper floors of the asylum. Without it you will face tons of hostile personnel. If you wish, you can change into your disguise at this point.

Now you need to make your way to the lab. Go back to the morgue and use your new tattoo upgrade to gain access to the stairwell through the door at the far right end of the lab. Climbing this stairwell to the very top will take you to the corridor leading to the lab. The doorway located halfway up the stairs is locked. You can pick it with your lock pick but it will only bring you back out into the asylum foyer. Up the stairs past this door (prior to reaching the top) you will find a **SAVE POINT**.



The door at the top of the stairs opens into a corridor leading to the lab. Use your tattoo upgrade to open the door. As long as you are in disguise and are not carrying a weapon you can easily walk past all the nurses, guards and security cameras without blowing your cover. Walking down the corridor and making a left will eventually bring you to the ward area. There is nothing you can do in the ward area at this point without first visiting the lab. Walk down the corridor from the stairwell and make your first right to find the security door leading to the lab. Use the switch on the wall to open the door.



LAB

You enter the lab via an air-lock type door. As soon as you enter the air-lock decontamination jets will fire, making you wait until the inner door to the lab is opened. The lab contains a full-size laser and a restraining harness – this is where Anna and Sark have been conducting their experiments on human subjects.

OBJECTIVE: Obtain the prisms.

The prisms are being kept in glass fronted storage units. The storage units are magnetically sealed. You will have to find the computer terminal and hack it to gain access to the prisms. The storage units are operated by a control console situated on the

elevated platform. There is a staircase up to the console but a motion sensing gun turret covers the area. You will be shot if you attempt to climb the stairs. However, there is another way to reach the console. There is a large gray box located in the center of the room adjacent to the prototype. Jump up on the box and use the overhead pipe to shimmy over to the platform.



Next hack into the console using your remote modem. Once the security protocols on the computer have been broken, the gun turret will deactivate, the doors on the prism storage units will open and you will get a new map downloaded to your digital notebook.



You must now grab the three prisms. Just as you reach them, Marshall will contact you... *Hey! Can you take a picture of those for me?*

Select the mini camera from your Op-Tech inventory, focus on

the nearest prism and take a picture. Marshall can't believe what he sees... *I magnified your picture by ten to the three hundred eighty third power – see those grooves on this prisms? These bad boys have sub-atomic microchips built into them. Must be for the brainwashing, right, that's why Caplan was all, "La la la, I'm frolicking on the beach." When in reality, he was helping Anna and Sark.*



Now collect the three prisms from the storage containers. Grab the three prisms beginning from the right and moving left. Then make your way to the laser. The closer you are to the laser when contacted by Vaughn the better. It will give you an advantage with your next task. Once you collect the third prism Vaughn will contact you... Sark is on his way up to the lab.



Syd, listen very closely. You must put the prisms inside the laser. If Sark comes in and sees the prisms are missing, you will be compromised. Now you have a short window to operate in and hide while he goes through the decontamination locks – move, Sydney, MOVE!

As soon as you are able to move while Vaughn is speaking to you, run to the prism slot area on the laser. You must put the prisms in the laser as quickly as possible. This is achieved by approaching the prism slot on the laser and pressing the action button. As soon as this is accomplished you need to hide from Sark. You can either run up the stairs to get on to the elevated platform and hide along the back wall before Sark enters the room and spots you. Or, you can run and hide inside the large box adjacent to the laser (the box you climbed on to reach the pipe). If you are spotted the mission ends in failure. You must stay hidden from Sark's view and remain silent as he patrols the lab looking for anything amiss. >>



LEVEL 3 _ ASYLUM

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If you successfully remain out of sight you will see a person being dragged in by two nurses and strapped down on one of the restraining tables... it's Jacobs. After he is strapped down, Sark will leave the room to post more security around the asylum. Once he leaves, the laser is switched on and begins to power up.

OBJECT UPDATE: Deactivate the laser and save Jacobs.

You now have just seconds to deactivate the laser before it strikes Jacobs. There are two nurses to deal with, so deactivating the laser is a bit trickier than first appears. You can try and take out the nurses before turning the laser off, but you'll find it very difficult in the limited amount of time. The best way to accomplish your task is to deactivate the laser first and then deal with the nurses. Quickly move to the control panel on the left side of the laser to deactivate it. Once the nurses are out of action, free Jacobs from the restraining table. Use your lock pick to release the straps at his wrists and ankles. Once all four straps are unlocked, Jacobs will climb from the bed.



Now that Jacobs is free, Vaughn warns you that he is picking up a lot of movement towards the front of the lab. You are going to have to find another way out.

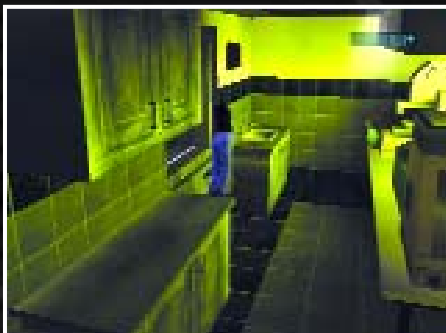
Now that the laser has the fuel cell inserted into it, you can use the laser to aim and fire. Head to the control panel on the left side of the laser to activate it. There is an exit to a storeroom beyond the lab located at the back of the room below the elevated platform. Two security grills locked by fuse boxes protect the exit. You need to use the laser to fire at the fuse box above the large security grill. Once the fuse box is in the cross hairs of the laser press and hold the fire button to power up the laser and destroy the box. Destroying the fuse box will open the shutter revealing another fuse box linked to a shutter inside the small yellow room. You must take careful aim and destroy this fuse box as well.



Once the second fuse box is destroyed, Vaughn will contact you... *The order just came down. It's too hot for you to get out of there with the fuel cell. We're going with the acceptable loss scenario.* Concerned about the safety of the patients, Jacobs leaves to free them before the asylum is destroyed.

OBJECTIVE: Reclaim the prisms and add the nitroglycerine to the fuel cell.

Select the nitro from your Op-Tech inventory and add it to the fuel cell. The fuel cell is located just to the left of the laser control panel. Next, recover the prisms from the right side of the laser before heading out through the small hatch at the rear of the yellow room to enter the storeroom. Inside the storeroom you will find a **SAVE POINT**.

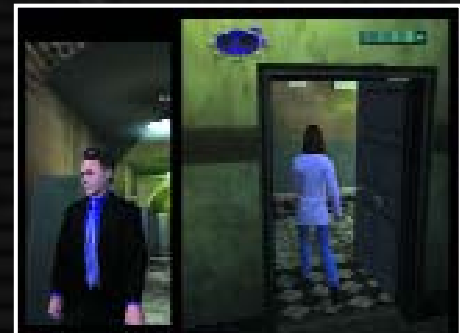


High shelves bisect the storage room. You can jump up and pull yourself onto and over them. After climbing down the other side and heading towards the door you will receive another message from Vaughn... *Sark's not going to come quietly, so we'll need to tranquilize him...enough to knock him out, but not so much you'd kill him. We'll need a new DNA sample from him. I'm feeding our old file sample to your DNA monitor. Use it to follow Sark and register a new sample.*

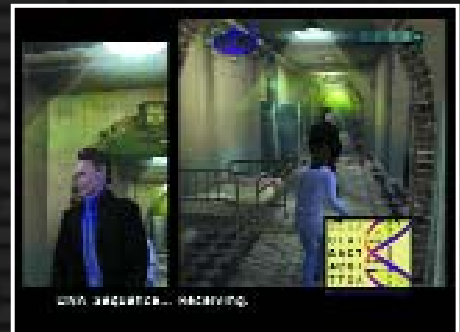


OBJECTIVE UPDATE: Trail Sark and take a DNA reading.

At this point, a split screen will show Sark walking past the door that you are facing. You need to carefully open the door and follow him. Although using the doctor's disguise is useless if spotted by Sark, it will come in handy to bypass the others in the area. You will need to stay close to Sark while the DNA sample is being taken. Should he turn around and see you the mission ends in failure.



Watch Sark in the split screen. As Vaughn finishes speaking to you, Sark will momentarily stop and turn around to look back down the hall. When he begins walking again and as soon as you can move, open the door using stealth and quickly sneak up behind him until the DNA scan begins. Do not get too close to him.



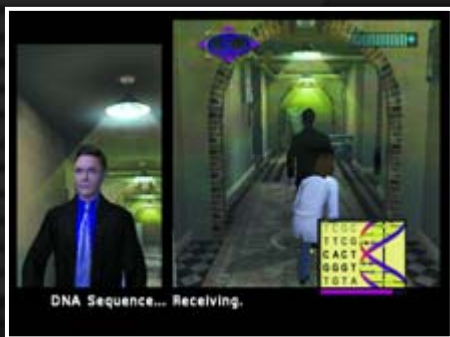
At this point Sark will stop walking but will not turn around. Stay near him (but not too close) to continue the scan. When he starts to walk again, keep up with him. He will stop again just past a set of lockers along the left wall. Quickly take up a position behind the lockers. Sark will turn around but will not see you if you remain hidden. When he starts down the hall once more, quickly sneak out of your position and tail him. Your DNA scan should now be complete prior to Sark stopping and looking around again.



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Once you have successfully scanned Sark's DNA he will walk into the ward. At the entrance to the ward you will find a **SAVE POINT**. Now you will need to find the right type of drugs and some sort of tranquilizer gun. Dixon indicates that there is a staff room in the ward where they keep the supplies. There is also a pharmacy in the corridor just beyond that.

OBJECTIVE UPDATE: Get the tranquilizer chemicals and syringe to take Sark out.

WARD

The ward is a series of corridors and large old rooms filled with beds. Some of the beds are empty, some of them are occupied, and their occupants are asleep/heavily sedated. Doctors, nurses and armed guards walk the ward floor. You can fool them all with your disguise as long as you stay calm, walk not run and do not carry any weapons.



There are double doors at the far end of this first section of the ward. If you attempt to go through them, Vaughn will let you know that you still need the syringe. The double doors at the end of the corridor to the right leads to another room filled with nurses and guards. Entering this next room, you will see another set of double doors to the left. To the right you will see a large counter and a smaller door beyond. Behind the counter is a **SAVE POINT**.



The door behind the counter leads to a room where a doctor is stationed. She has the syringe you are looking for. Calmly walk past the counter and enter the room. As you approach the doctor in disguise, she will attack. If you enter the room in your stealth suit, she will attack immediately. Defeating the doctor and performing a search of the body will reward you with the syringe (and if you haven't gotten it earlier... the doctor's outfit disguise).



Once you obtain the syringe you'll realize that there is no tranquilizer gun around. You will have to go with the syringe but you'll need the chemicals for it. The drugs for the syringe are located in the pharmacy. Leave the room after the confrontation with the doctor and head straight across the area through the set of double doors. Keep in disguise to avoid detection. Pass through the next set of double doors straight ahead.



You are now in the hallway leading to the pharmacy. Guarding this area are two armed guards and a nurse. There is also a security gate just beyond the pharmacy itself. Walk down the hallway and climb up and over the dispensing counter along the left wall in order to get the necessary drugs. Inside the pharmacy you will find a **SAVE POINT**.

Marshall will show you the location of the drugs. Pick up the drugs and climb back over the dispensing counter.



Now you must locate Sark and stick him with the syringe to knock him out. Past the pharmacy through the security gate is a corridor leading to an elevator door. Don't take the elevator down at this point without Sark. There is also a small store-room located at the end of the hallway opposite the elevator doors. Inside you will find a **SAVE POINT**. Sark cannot be found in either of these areas.

Sark will now be in one of the ward rooms. Specifically, the previously inaccessible ward room back at the beginning of the ward room area. You need to double back to that room and enter. This room has two entrances. Proceed back down the hallway and through the double doors. You can now head through the double doors on your right to enter the room where you will find Sark. As you enter the ward room, the doors close, shutting you in with Sark.



In order to use the tranquilizer, you must stun or knock Sark down long enough to administer the syringe. During his stun time, Sark will be vulnerable. If you fail to give him the tranquilizer during this time Sark will regain some of his health. You can never kill him outright. There is a broom standing up against one of the beds. You can use this to make quick work of your opponent. At the far end of this room you will find a **SAVE POINT**.



OBJECTIVE UPDATE: Get Sark out of the asylum.

To get Sark out of the asylum now that he is tranquilized, you need to wheel him out in a wheelchair. (Note: If you used a weapon to knock Sark out, be sure to drop it before leaving the ward room or your cover will be blown). Return to the previous room (the room with the large counter leading to the smaller room where you got the syringe from the doctor). Behind the counter you will find the wheelchair. Grab the wheelchair and push it back through the rooms to Sark. Pushing the wheelchair up to the prone Sark will trigger a fade out. When play resumes, Sark is in the wheelchair. You must also be sure to be in your doctor's disguise or the asylum personnel will attack. >>





LEVEL 3 _ ASYLUM

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As long as you don't attack anyone during this time you can now push Sark out of the door leading to the upstairs ward corridor. You must stay calm during this section, if you run, you will blow your cover. Wheel Sark out and double back to the pharmacy area and pass through the security gate. Move down the corridor toward the elevator doors at the end. As you push the wheelchair down this corridor, you will pass a psychiatric nurse who notices something strange about your disguise.



It appears the picture on your security badge doesn't match your face. Your cover is blown and they are trying to pin you down. The nurse triggers the security alarm, which closes security gates in the corridor and cuts off the electricity supply to this portion of the asylum. Without electricity, the elevator at the end of the corridor will not work, however the elevator doors are open. Push Sark down to the end of the corridor and into the elevator. Should you try to use the elevator switches you will be told that you must operate the elevator manually.



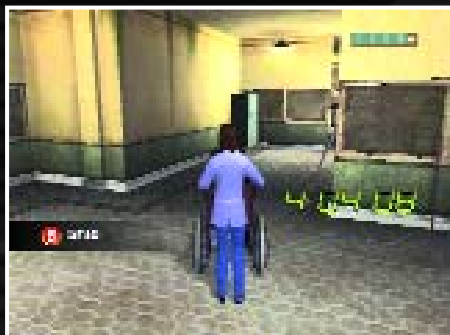
Directly above the elevator doors you will see a hole in the ceiling. You need to find a way up into the hole. There is a metal cart back in the storeroom at the end of the corridor opposite the elevator doors. Inside the storeroom you will find a **SAVE POINT**. Head back to the storage room. Push the metal cart back down the corridor and position it beneath the hole. Next, climb onto the cart up into the hole above the elevator and creep over to the control panels. Once this is done, Marshall will contact you... *Uh...Syd? Slight alteration in plans. Based on the reactive readings I'm getting the fuel cell explosion timetable has moved up a bit. I'm displaying it now...*



OBJECTIVE UPDATE: Get Sark out of the asylum before the fuel cell explodes.

After Marshall contacts you, a cut-scene will run. The elevator doors open and the wheelchair with Sark aboard will roll out into the ground floor ward corridor. Surrounding him will be a number of nurses and an armed guard. Finally you will see Sydney come crashing through the ceiling! You now have just five minutes to get Sark safely out of the asylum before it blows up.

When the cut-scene ends... the fighting begins. Concentrate your attack on the gunman first. Disarm him and use the gun against the other attackers. Once all the enemies have been killed, grab a weapon and go back and get the wheelchair and proceed down the ward corridor. Rounding the next turn, an alarm will sound and two additional nurses will attack. Take them both out as fast as possible. Once they are defeated, pick up another weapon, then return to get Sark and proceed forward.



NOTE: Try to keep the fight within a small concentrated area. Should you allow the fight to spill down the corridor, additional nurses and gunmen will emerge from side rooms and join in the fight making your job much tougher.

As you approach the ward corridor ramp, another alarm will sound and another nurse will attack. When the nurse has been disposed of, grab the wheelchair and proceed down the ramp.



At the bottom of the ramp you are attacked again by a doctor and an armed guard. Quickly go after the gunman if he enters the corridor, then take out the other attacker. Retrieve Sark and head for the double doors at the end of the corridor. To the right of the double doors you will find a **SAVE POINT**. Reaching the doors, Dixon will confirm that all the patients have been evacuated from the asylum. >>



LEVEL 3 _ ASYLUM

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To eliminate the guard, let him notice you and follow you back into the ward corridor then take him out. Grab the gun and sneak through the double doors and stay along the wall to the right. Use the gun to shoot out the camera. Next, go back and grab Sark and wheel him through the foyer to the security gate near the entrance. Use the switch to open the gate. Once again, grab Sark and wheel him to the main doors of the asylum.

Doing so within the time limit will successfully end the level...

MISSION ACCOMPLISHED.



After saving your progress, leave Sark where he is and slowly pass through the double doors. If you haven't taken out the armed guard and the security camera in this part of the foyer earlier, do so now before wheeling Sark through the foyer towards the main entrance. If the guard is still alive and the camera still active, additional alarms will sound and you will have more enemies to fight inside the foyer. (Note: If you've previously taken out the guard and the camera, simply wheel Sark through the double doors and head for the asylum entrance).

LEVEL 4_ EMBASSY



LOCATION_

Embassy in Hong Kong



OP-TECH DEVICES_

Hard drive down loader_
CCTV Signal Jammer_

Lock Pick_
Remote Modem_



DISGUISES_

Evening Wear_

Stealth Suit_

MISSION BRIEFING_

Thanks to Sydney's... unorthodox technique, we've been able to recover some unexpected intel from Mr. Sark. In exchange for Sloane helping Anna build the laser, she's offered him a diamond that was, at one time, in Rambaldi's possession.

According to Sark, Rambaldi inserted a drop of his own blood in its center. Sloane is obsessed with extracting it. He has a team at work, in a lab in the basement of the Hong Kong embassy. We're not sure what he intends to do with the blood... but we're still operating under zero sum rationale -- their loss is our gain.

Sydney, your next objective is this diamond. Marshall has been assessing both embassy and lab security.

What's the most basic virus on the planet? The common cold, right? So why can't we cure it? Because it mutates from person to person. That's what this network is like. It has a virus built into it, one that's constantly evolving, especially if you try to hack it from a remote location. I mean, it's really... c'est magnifique.

So if you want to get into the lab, you have to get your hands on this virus. Except the minute you download it, it mutates and the old virus is useless. Which is why if you upload a copy of the virus to Marshall, he can build what he thinks the next mutation will be.

The virus is located in the embassy library. You and Dixon will be infiltrating an embassy function as partygoers. Dixon will distract security long enough for you to sneak away from the function room and get to the library, then he'll be able to monitor activity in the embassy while you're retrieving the diamond.

As the level begins, you'll find yourself on the upper walkway of the embassy's main foyer. As long as you stay in disguise you will be able to move freely here. At the far end of the upper walkway (along the right side) you will find a **SAVE POINT**. After saving your progress walk back along the walkway and pass through the guarded archway to enter a small corridor. The double door at the end of the corridor leads to the grand ballroom.



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Enter the ballroom and listen to what the partygoers have to say. Many of them will offer up interesting information. Then, head back to the foyer and down the large staircase to the main floor. Once there, Vaughn will contact you... *Before you can get to the library, you'll need to disrupt the CCTV system. The control room's on your floor. Entrance to the control room is via the guard room, but it needs a key card.*



OBJECTIVE UPDATE: Find a key card for the control room.

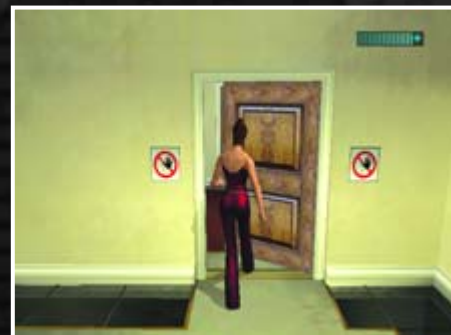
You must obtain a key card to access the control room. There is a female guard patrolling the foyer area. She often walks into the ladies room to look around. The door to the ladies room is just to the left of the security area entrance. When the guard approaches the ladies room a split-screen appears. Watch for this so you know when to make your move. Enter the ladies room. The guard will approach the sinks and use the blowers mounted on the wall to dry her hands. This is your opportunity to sneak up behind her and deliver a stealth-kill. Once the guard is dispatched, search her to retrieve the key card.



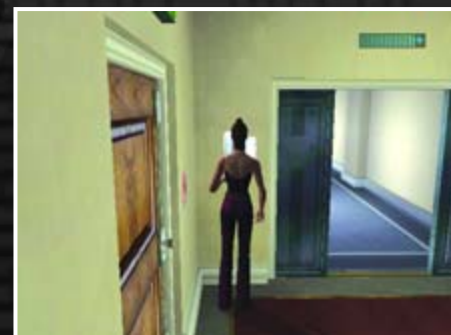
A male guard patrolling the men's room also holds an identical key card. You may want to take him out instead. Remember, though, if Sydney enters the men's room the guard will be suspicious since Syd is a woman, so expect a fight in there.

OBJECTIVE UPDATE: Plant the CCTV jamming device in the control room.

Once you have the card you need to enter the door adjacent to the ladies room. You will be entering a secure area where partygoers are not allowed, so even in disguise, should you be spotted entering the door your cover will be blown and the guards will attack. Wait for the guards to walk away and quickly pass through the security door.



Once inside, you will notice a door opposite your position and the steel key card door to your right. The CCTV room is beyond the key card door. Use the card on the panel to the left of the door. Once through the door, follow the L-shaped corridor around to the right. A split screen will show you the room beyond. There is one guard in this room. Wait for the guard to enter the small interior office then enter the room. Crouch down along the office wall and wait for him walk around and re-enter the interior office. Sneak around the doorway leading into the interior office and press up against the right side. When the guard exits the office deliver a stealth-kill to take him out.



Next, head into the CCTV room. Now you need to plant the jamming device. Proceed to the wall panel at the rear of the room. Be sure to pick up the map section on the floor on your way to the panel. At the panel select the signal jammer from your Op-Tech inventory and set it in place. If you fail to put the jam-

ming device in the CCTV room the guards will spot you on the corridor CCTV cameras and attack. With the jamming device in place it's time to make your way to the stairwell to access the library located on the upper floor.



OBJECTIVE UPDATE: Find the library on the top floor.

Head back out of the CCTV room and the hallway retracing your steps back to the area of the key card door. Use your key card to get back to the small corridor beyond. You can now head through the door on your right. The door is locked so you'll have to use your lock pick to gain access to the hallways and offices on the other side.

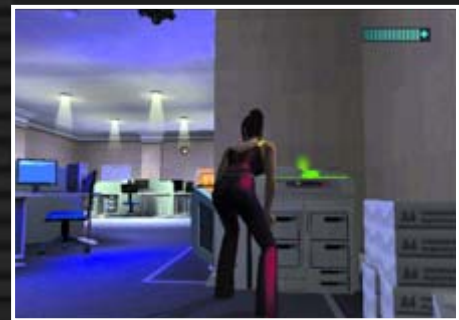
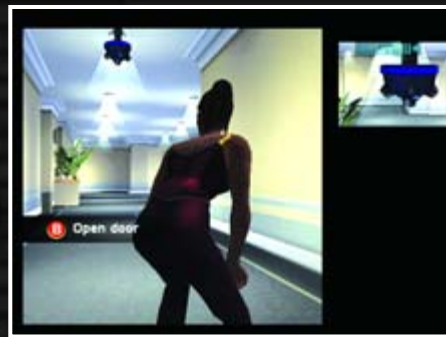


At this point, your disguise is of no help any longer so it would be wise to slip into your stealth suit. You must now use the remote jamming device to temporarily de-activate and get past the CCTV cameras in the corridors and offices. There will be a few guards in the offices en route that you must negotiate past also.

As soon as you open the door, activate the jamming device to knock out the CCTV camera in the corridor directly above the doorway. The jammer will disable the camera for ten seconds. A split screen will show you the current condition of the camera. Once the camera is disabled, run to the far end of the hallway and move to the left before the camera re-activates.



The double doors located here will give you access to an office. The office is patrolled by a guard and CCTV camera. Sneak into the room and duck down by the first set of desks. Select your jamming device from your inventory and get ready to use it. When the guard heads to the left and takes up a position under the CCTV camera, quickly jam the camera then sneak up behind him and deliver a stealth-kill. Next, take up a position against the copy machine in the alcove before the camera re-activates. The door leading out of the area is locked. You need to use your lock pick to gain access. Use your jamming device to knock out the camera a second time. With the camera disabled, you will have a small window of opportunity to quickly pick the lock and exit the room before the camera re-activates and the alarm sounds.





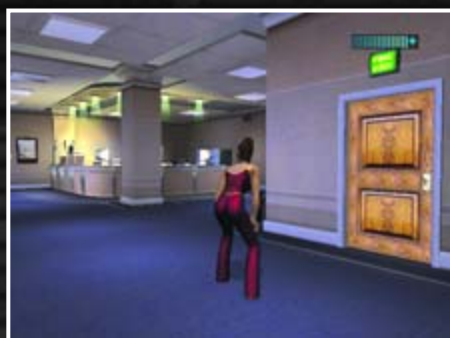
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At the end of the next corridor is a door leading into another office. This office is patrolled by a solitary guard and a CCTV camera. As you approach the door a split-screen will appear showing you the guard's patrol route. Wait for him to approach the far corner of the room before entering the door. Enter the room and sneak along the left side of the wall and behind the large office table. Use the right stick to control the camera to keep an eye on the guard. Next, sneak around the table along the far wall to the door. As you get close, use the CCTV jammer to jam the camera above the door. The door is locked so you have to move quickly. Once the camera is jammed move into place and pick the lock. The split-screen will show you the patrol of the guard so you'll see if he's likely to spot you. Once the door is unlocked get through as quickly as you can.



You now find yourself in a large, unoccupied office. To the far left is a door. The door is locked and you cannot get through here until you've collected the level-two key card. The door directly in front of you is the exit to the stairwell. There is a map section sitting on a glass table to the left of the door. Collect this to get a map of the stairwell and the first part of the second floor. Inside the stairwell you will find a **SAVE POINT**. From this point head up the stairs to the top floor of the embassy.



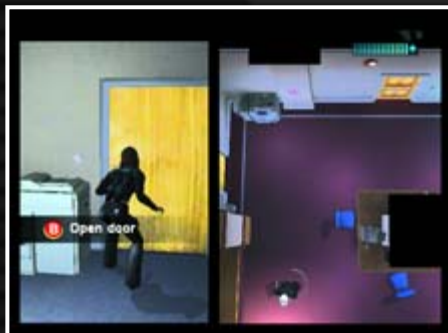
Through the door at the top of the stairs you will find a short corridor. Proceed right to the door. The next office is patrolled by an armed guard. There is another guard sleeping in a chair around the far side of the small interior office. Using the split screen, time your stealth entry into the office so that you are not spotted. Press up against the short wall to the left and wait for the guard to approach. He will stop before reaching your position then turn toward the interior office and stop again. While he looks into the interior office, sneak up behind him and deliver a stealth-kill. If the patrolling guard spots you, the other guard will wake up and you'll have to take them both out before exiting. There is also a good possibility that the sleeping guard will wake up when he hears noise from the stealth attack so be prepared for a fight. Be sure to search the interior office and grab the map section sitting on the desk before exiting the room.



You are now in a corridor with a camera on the wall to the left guarding a door along the far wall. There is also a small office to the right. Stay close to the open door and use your signal jammer to disable the camera temporarily. The small office at the end of the corridor to the right contains nothing. You need to head left through the door and into another office. At the far end of the room opposite your position is the exit door. There are also two doors along the left wall of the office leading to storage areas. There is one guard patrolling the area.



Take cover behind the desks in front of you. Watch the guard's patrol pattern. When he walks to the right across the center of the room, quickly move down the left side of the office and enter the small storage room on the left. If you stay close to the inside of the door you will see a split screen showing your position in relation to the guard's. Wait for the guard to pass by your location, then leave the storeroom and head for the adjacent exit door on the left.



Alternatively, you can take cover behind the desks in front of you. Next, grab an empty can that has been left on the desk. Throw this can down to the far left corner of the office as the guard approaches that location. The alerted guard will look around for a few moments and then investigate that section of the office leading him into the small storeroom. When he's in the storeroom run down the right side of the area and out through the far door.

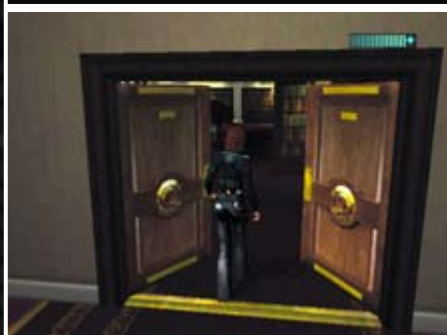


Exit into the corridor. To the left of the door you will find a **SAVE POINT**. To the right you will find a security camera mounted at the corner of the hallway. There is also a guard patrolling the hallway just beyond the camera. From the **SAVE POINT**, begin to move toward the camera. Just past the doorway disable the camera with your jamming device. If you are too close to the corner when the guard returns he will spot you. Time your stealth movements along the wall after the guard walks away so that you can sneak up to a position directly below the camera, and press up against the wall at the corner. When the guard approaches, take him out with an around-the-corner ambush attack.





Once the camera is disabled and the guard eliminated continue down the corridor. Toward the end of the next hallway Dixon will contact you to let you know he has a visual on Sloane. He and one of his guards are heading right for you. You need to find a hiding place. To your right is a small storage room. Hide in the the store-room until Sloane is out of sight. Be careful. If you make the slightest noise Sloane may hear and investigate the room. If he does, hide behind the stacked boxes and hope he doesn't see you! Once he turns the corner with his guard, run out of the door to the right and down to the end of the hall to enter the library before Sloane returns.

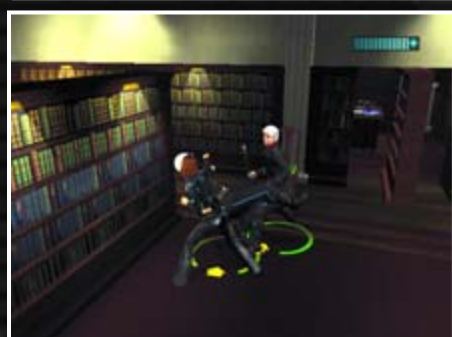


Once in the library, Vaughn will contact you... *Sydney, the architectural layout of this room doesn't match the schematics we have. Something's not right...*

OBJECTIVE UPDATE:
Examine the library's architecture.

There are two guards sleeping within the library. Use stealth to search the room. Scattered throughout the bookshelves are books sticking out slightly from the rest. You can examine these to see what happens. The key book can be found along the right wall between the sleeping guards. Press the action button to revolve the bookcase exposing Sloane's secret office. The noise of the revolving bookcase will wake the guards. You

need to fight them both and search one of the bodies before entering Sloane's office. One of the guards has a set of keys to the main library doors. These keys will come in handy in the very near future.



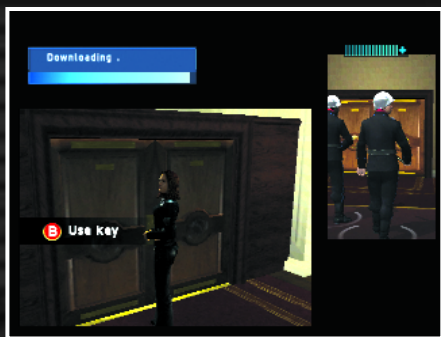
OBJECTIVE UPDATE: Download the virus.

After the guards have been disposed of and the library keys obtained, enter Sloane's secret office and be sure to pick up the map section lying on the desk. Move around to the back of the desk to Sloane's laptop.

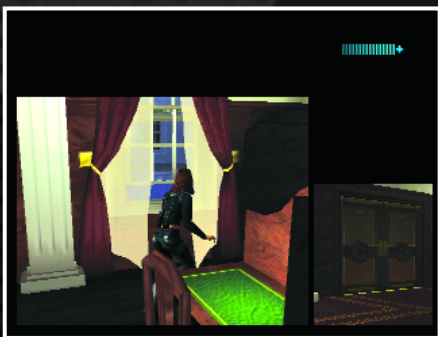


Select the hard drive downloader device from your Op-Tech inventory and begin to download the virus. While the virus is downloading you will be told that a silent alarm has been triggered and heavily armed guards are approaching the library doors. Do not collect the downloader before it has fully downloaded the virus or you will have to begin downloading again!





The downloading will take more time than you have before the guards reach the door. Using the keys you picked up earlier, run to the library doors and lock them. This will give you enough time to get back to the office and finish the download. Once this is complete, quickly put the hard drive downloader back in your inventory. The main doors leading out of the library are blocked. You are going to have to find an alternate means of escape. Run to the library windows along the left wall. Use the last window to the right to make your escape. The window has slightly billowing curtains as a clue.



Once safely through the window and out onto the embassy building ledge, you will find out that there's more trouble ahead! Marshall contacts you to let you know that someone is jamming the CIA's signals. All transmissions are insecure. The satellite dish on the rooftop is the only secure feed left. You must make your way to the dish and upload the virus. It will boost the signal and get past the jamming frequency.

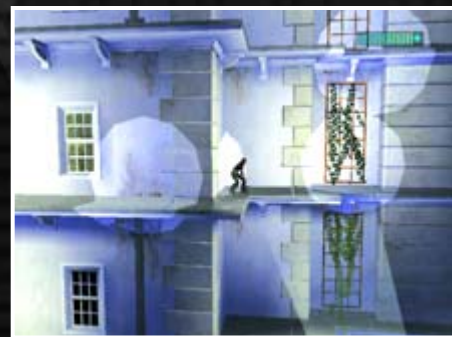


OBJECTIVE UPDATE: Reach the satellite dish.

This section involves a series of window ledge navigations you will need to perform in order to get to the satellite dish. Begin to move to your right. You will come across a fence blocking the way. Drop down from the ledge and grapple your way past the fence and pull yourself back up on the other side. Be careful not to allow the searchlights to pass over you. If spotted you will be shot immediately. Time your moves to avoid the lights.



Returning to the ledge, you will once again have to drop and grapple your way past a wall sticking out from the building. Stand at the corner of the ledge and wait for the two search beams to your right to pass through each other. Walk to the right and drop down to grapple your way past the wall. Rounding the ledge corner you will find a ladder leading up to the roof where the satellite dish is located. Keep an eye out for the beams. You may have to quickly backtrack around the corner if the beams come between you and the ladder. Past the ladder, to the right and around the corner, is a **SAVE POINT**.

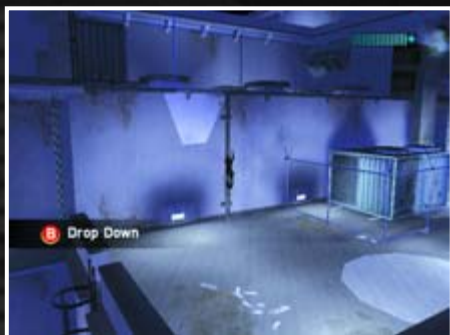


Climb the ladder to the area above. Additional beams guard the rooftop. You can scramble around the area to avoid them. There is a drainpipe along the back wall you need to climb. Watch the pattern of the search lights and when the opportunity arises, run back and scale the pipe to the ledge above. One of the searchlights may approach your position from the right. If so, once you've made it up to the ledge, run to the left as far as you can go and wait for the beam to pass before heading right along the ledge. Next, drop down into the fenced-in area below. This allows you access to another drainpipe in the front right corner of the area. Before climbing the pipe you may need to scramble some more to avoid the searchlights. Once you are clear of the beams, climb the pipe to reach the satellite. >>



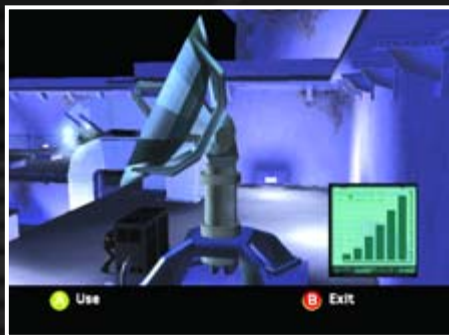


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OBJECTIVE UPDATE: Transmit the virus to headquarters.

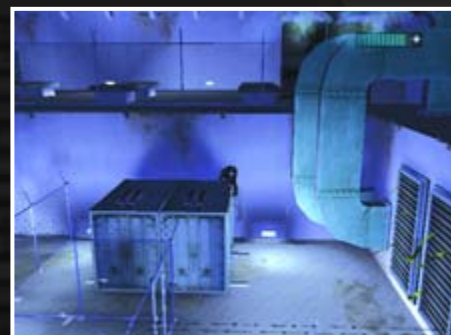
At the satellite you need to move the dish (with the left control stick) so all the bars on the on-screen graph are filled. Head to the control panel. Move the dish so that it points to approximately 10:00 o'clock on the screen and make any small adjustments to fill the last bar, then press the fire button.



After successfully transmitting the virus, Vaughn and Marshall contact you... *Sydney, we're back on line. We have the virus and we're transmitting on a different channel for all comms traffic. It's at the high-end of the G50 spectrum, so we won't have any more jamming problems---* *Courtesy of your upload, I stumbled upon an encrypted map of the lab. I'm downloading it and the virus mutation to your PDA now. According to the plans, the lab's in the bottom level of the embassy, under the garage.*

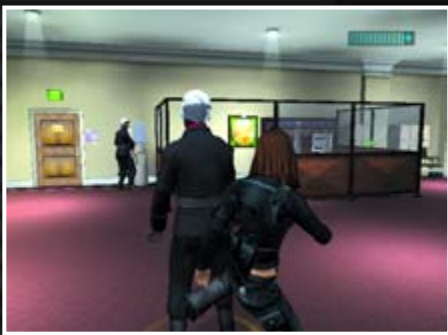
OBJECTIVE UPDATE: Find the lab in the basement.

After the data has been uploaded drop down to the fenced-in area. Climb the generators at the back of the area and jump up to the ledge above. Move left and then back down to the rooftop outside the fenced in area. Once again, keep out of the way of the search-lights. At the front of this roof area you will find a ladder leading down to a balcony. Head down to the balcony and over to the open office window. Save your progress at the **SAVE POINT** before hopping through the window.

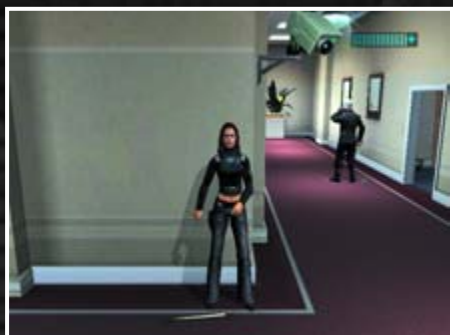


The only door leading out of this room will be locked from the inside. There are also two armed guards patrolling the office. To make the fight easier, wait for one of the guards to walk near the window and turn his back while the other guard walks toward the small inner office. Quickly sneak through the win-

dow and deliver a stealth-kill on the guard near the window. Pick up his gun and use it against the remaining enemy. To exit the room you will need a level two key card. Search one of the fallen guards to obtain the pass and use it to exit the office.



Heading through the door brings you back into the library corridor (opposite the entrance to the small room you hid in to avoid Sloane earlier). You need to retrace your steps to the stairwell. Move to your right toward the turn in the hallway. Around the corner you will see a guard patrolling the area adjacent to the security camera. Wait for the guard to walk away and follow him. Next, press up against the wall directly below the camera and wait for the guard to approach. Take him out with an around-the-corner ambush attack. Now disable the camera using your signal jamming device.



Head to the **SAVE POINT** while the camera is disabled to save your progress. One of the wooden doors in this area leads to a storeroom. You need to head through the other door (adjacent to the save point) to continue your progress back to the stairwell.

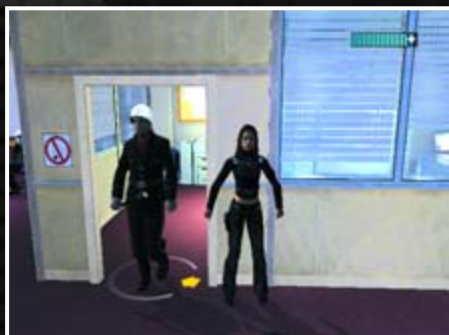


Opening the door will bring you back into one of the offices previously visited. There will be two guards patrolling the room. Sneak up to the counter in front of you and pick up the can. When both guards approach the right side of the room (near the storeroom door) throw the can in their direction. Both guards may investigate the noise if they are in the vicinity. Eventually they may enter the storeroom to look around. If they enter the room, make your way across the office and through the exit. Most likely, one of the guards will remain on patrol so you will have to fight them before exiting.





Through this door you come back to another corridor guarded by a security camera. Get below the camera and disable it with your jamming device. Next, use stealth to enter the door just past the camera. Inside this room you may find a guard sleeping and another patrolling. Sneak past the sleeping guard and press up against the side of the interior office. When the patrolling guard enters the office, sneak past the doorway and press up against the right side of the opening. When the guard emerges from the office dispatch him with an around-the-corner ambush attack. Next, exit the area and proceed down the short corridor, through the archway then through the door leading back into the stairwell.



Once in the stairwell, head all the way down to the bottom of the stairs. Along the way down you will find a **SAVE POINT**. At the bottom of the stairwell, use your level two key card to get through the metal door leading into the garage.



Within the garage there is a stairwell leading down to the warehouse. You will start off at the top left-hand side of the upper garage area. On the floor to the left of the entrance is a map section. Be sure to grab it before heading into the garage. The entrance to the warehouse is on the lower floor of the garage through the automatic door. There are three armed guards patrolling near the warehouse entrance. There are also two security cameras guarding the door... one directly above the door and the other along the opposite wall behind the parked cars.



There are two ways to reach the door. The longer route takes you down the car ramp and around the garage to the entrance. Head down the car ramp about half way and wait for a guard to approach the corner. He will then walk away. At this point move down to the corner and wait for the guard to approach once again. When he gets close, take him out with an around-the-corner ambush attack. Using the cars along the left wall for cover move along the wall and wait for one of the other patrolling guards to walk away. Now run to the next set of cars on the left. Be careful of the camera mounted on the wall. Duck down between the cars and use your jamming device to disable the camera. The door to the stairwell is directly opposite your current position.





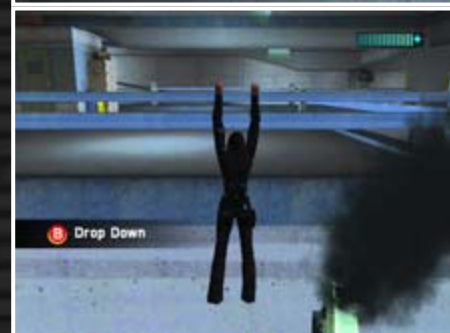
Watch the patrol paths of the two remaining guards. Once they begin to walk in opposite directions, they will give you a window of opportunity to run across the area and make it through the door undetected.



If this is too tricky, look for a can or stone to use as a distraction. You can even smash the vending machine near the garage entrance and collect cans that way. With a can or stone, throw it at a car. The alarm will trigger causing the guards to run to the disturbance. Make sure you hide near the back wall. The guards will then systematically search the car park looking for trouble. This takes them away from their standard patrol creating a window for you to pass.



The shorter route is to jump down directly in front of the doorway from the parking area above. At the garage entrance move right to the railings along the upper parking area. From here you can see the door below. Take up a position directly above the doorway and use your jamming device to disable the cameras when the guards begin to move away from the door. When the cameras are disabled, climb over the railing and jump down to the floor below and enter the doorway.



Enter the lower stairwell and go all the way down the stairs to the warehouse. As you enter the first, small warehouse corridor you will find a **SAVE POINT**. Moving into the main warehouse area, Vaughn will contact you to let you know the entrance to the lab can be found at the far end on the warehouse. The area is very heavily guarded, but you've got to find a way through. Your main objective is to get from one end of the warehouse to the other.



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LEVEL 4 — EMBASSY

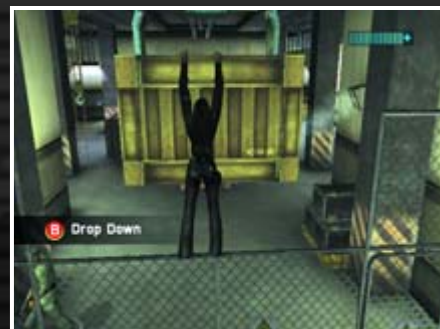
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There is a cargo crane you will have to use to get through the security fence separating the two warehouse areas. Using stealth, you should be able to activate the cargo crane and ride it into the second warehouse area without fighting any of the guards. Move to your left using the columns for cover. There will be a guard patrolling back and forth along the left side of the warehouse. Wait for him to turn around and then sneak behind him to the crane control panel located along the left wall. After activating the crane take up a position against the adjacent cartons and wait for him to pass by again. Once he moves past, sneak to the cargo containers opposite the control panel and climb up on top of them. If you stay in a crouched position on the containers you will remain undetected.



When the crane comes back into position jump up and hang on to the container allowing the crane to transport you into the second warehouse area. When the crane stops, jump down onto the containers and stay in a crouched position. The door you need to get into is along the rear wall to the left. Keep your eyes on the guard to your left. Once he begins to walk away from the door and back towards the fence area, hop off the containers and run to the doorway to exit the warehouse.



Inside this room you need to use your hard drive downloader to implement the virus code and open the next door. On the other side of the door you will find the stairway to the lab. There is an armed guard watching the area and no place for you to find cover. Move down to the landing at the end of the first step of steps. Watch his patrol path. Once he walks along the side of the staircase he will momentarily stop. At this point, you can take him out with an attack from above. The steel door at the end of the corridor leads into the lab.



OBJECTIVE UPDATE:
Find the Rambaldi diamond.

Through the security fencing in the lab you can see two scientists and an armed guard. Wait for the guard to pass, head through the opening in the fence and press up against the red column to your left. When the guard comes around again, kill him using stealth. Then, pick up his weapon. The scientists will immediately attack you as you move into the lab. Use the gun you took from the guard to deal with them.



Once the scientists are finished off you can access the safe contents. The safe is located at the far left corner of the lab. Use your lock pick to open the safe. Once the safe is open... grab the diamond.



After gaining the diamond, HQ contacts you... *Sydney, we just traced the jamming signal to inside the garage - it's completely foreign to all known CIA frequencies. If someone else knows we're here, we have to find out who. Can you find the signal's root location?*

OBJECTIVE UPDATE: Find the source of the jamming signal in the garage.

Along the left wall adjacent to the safe you will find an opening leading out onto a service elevator. Ride the elevator back up to the garage level and make your way to the left. Past the entrance leading down to the warehouse area you will find a

truck. Climb up into the truck. Inside you need to hack into the computer and retransmit the data back to HQ. Once this is successfully achieved however, the bad news really begins. You're trapped and Sloane wants his diamond back!



Hello, Sydney. I believe you have something of mine.

Sydney refuses...

Yes.. I thought you might feel that way. Which is why I took out a little insurance policy. You see...I've hidden enough C-4 to turn everyone inside this building to embers. So, Sydney assuming you'd like to avoid the death of countless innocent people...

Sydney hands over the diamond, BUT Sloane arms the detonator anyway!

Now, since I'm not a complete monster, I'll give you a few minutes to evacuate the building. You better find a way to motivate them. Best of luck, Sydney.

With that said, Dixon informs you that he's located the bomb in the ballroom. He will work on deactivating it. Your job is to evacuate the embassy. The embassy maps indicate there are fire alarms on each floor (a total of four alarms). Marshall has downloaded their exact positions to your digital notebook maps.

OBJECTIVE UPDATE: Trip the four alarms to evacuate the embassy.

Your mission is now a race against time. You have 10 minutes to locate and activate the four fire alarms. Once that is accomplished you must then make your way to the ballroom, fight the Followers of Rambaldi, locate Dixon and the bomb then



LEVEL 4_EMBASSY

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make your escape through the embassy's main entrance!

NOTE: To activate the fire alarms you must punch or kick them. Your best strategy here is to turn off your combat lock so that you can punch the alarm boxes much easier if you are being attacked by guards.

The four alarms are located as follows:

- > 1. **Warehouse** – To the left of the fence separating the two main areas of the warehouse.
- > 2. **Garage** – Along the wall adjacent to the stairwell entrance to the garage.
- > 3. **2nd Floor Office Complex** – On the corridor wall between offices.
- > 4. **Ground Floor Office Complex** – On the wall adjacent to the door to the left of the large L-shaped desk.

In order to accomplish all this within 10 minutes you need to determine the best route through the embassy to avoid having to back track too often losing valuable time. The best sequence for triggering the alarms is as follows: 1st the warehouse; 2nd the garage; 3rd second floor corridor; 4th ground floor office. Should you become disoriented at any time, use your digital notebook maps to determine your location, the locations of your enemies and the alarms.

As soon as you can move (while Dixon and Marshall are still communicating with you) run back through the door leading down to the warehouse. Pass through the short corridor and into the warehouse making a direct run toward the far left wall. There may be an enemy or two trying to confronting you. Since time is of the essence you must not try to engage them unless necessary. Head to the alarm and punch it. Make your first punch accurate before the guards approach your position.



Once this alarm is activated, run out of the warehouse and back up the stairs to the garage. Head to the left, around the truck and up the ramp towards the doorway. Along the right wall at the top of the ramp is the second alarm. Punch it before using your pass to exit through the door.



Next, head all the way back up the stairs to the top floor. (You might want to save your progress along the way). Exiting the stairwell head to your right and through the office door along the left wall. Once again, guards will attack. Evade them. Make your way to the far doorway and pass through into the next corridor. The fire alarm will be on the wall diagonally to your left. The guards will put up quite a fight here. Try to punch the alarm before you are attacked. If you are set upon by the guards engage your combat lock and keep the fight close to the alarm. Chances are you may trigger it during combat. Keep at it (fighting, dodging and punching) until the alarm is activated.





The female guard here is very tough. Even if you are able to activate the alarm before she attacks, you may have to take her out before using your level-2 key card to exit through the door adjacent to the alarm.

OBJECTIVE UPDATE: Find Dixon and the bomb.

Once the final alarm is activated and (if necessary) the female guard disposed of, use your key card to exit the office. At this point, the door straight ahead leads back into the main hall of the embassy. Inside the main hall, head up the staircase to the walkway above. Make your way to the ballroom entrance archway and move left to the double doors leading into the ballroom.

Once the third alarm is activated, head back through the office and out the other end to the corridor. Make a right and then a left to re-enter the stairwell and proceed down the stairs to the **SAVE POINT**. Now exit through this door into the ground floor office complex. Once again, you can find the location of the final alarm on your digital notebook map.



Entering the ground floor office, immediately move to your right and head to the far doorway. The alarm is located on the wall just to the left of the door. Try to get to the final alarm and punch it before the guard attacks. If you fight the guard near the wall you can activate the alarm with a kick. Activating the final alarm will alert everyone in the embassy to evacuate.



LEVEL 4 - EMBASSY

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NOTE: At this point, re-engage your combat lock (if not done so before). It will come in handy when you must fight the enemies in the ballroom.

Inside the ballroom you must fight a group of thugs. The banquet tables offer a number of weapons you can use to help dispatch the attackers more swiftly. Be sure to make use of them. After the final enemy has been dealt with, head to the piano located up on the stage. Dixon and the bomb are located underneath the piano. Dixon is attempting to defuse the bomb.



Unsure as to which wire to cut, Sydney assesses the situation and determines that both wires are decoys. There is no time left. The partygoers have been evacuated and now it's time for Syd and Dixon to get out also. The booby-trapped bomb activates and the timer accelerates to zero much faster than it should, until it reaches 30 seconds where it resumes a normal speed.



Follow Dixon out of the ballroom and head down the grand staircase. You must head out of the main set of double doors in the foyer before time expires to leave the embassy before it explodes. Once you are safely outside the embassy a cut-scene will follow showing the embassy being blown to bits. You've made it... **MISSION ACCOMPLISHED.**



LEVEL 5_ NIGHTCLUB



LOCATIONS_

Club in a warehouse
in Rio de Janeiro_

CIA Intelligence Storage
Facility, Langley, VA_



OP-TECH DEVICES_

DV Recorder (glass-tap)_
Key Code De-scrambler_

Remote Modem_
Collant Jet Gun_



DISGUISES_

Stealth Suit_

MISSION BRIEFING_

The files you uploaded from the truck's server provided an unforeseen degree of intelligence. Apparently there's a different, deadlier agenda at work. Something called a "pole shift."

Dr. Caplan's helped us study the documents you transmitted -- The North and South Poles aren't fixed points on this planet, right? They can move. Especially if there's a gigantic magnetic force dragging them one way or another. That's what they're trying to build. The pole's current position regulates environmental patterns. If they shift, deserts will turn into oceans... the ice caps will melt... farmlands will become uninhabitable... the North American continent alone will turn into the next Siberia...

Sloane has no interest in this kind of destruction... But Anna does. There's a breakaway sect of the Followers of Rambaldi who believe the world is... irredeemably corrupt. To them the only way to correct this problem is by wiping out the population and starting over. Anna wants to rebuild civilization in her image.

The prototype and the partnership with Sloane are smokescreens for this agenda. Everything that we've known about "The Machine" actually points to this goal. Anna was simply using the laser as a distraction for Sloane in exchange for access to his criminal infrastructure. What she wanted, all along, was the diamond.

The blood inside it is the ignition key. Rambaldi didn't want just anyone being able to turn it on. Our suspicions were confirmed when we discovered the jamming frequency inside the truck belonged to Anna. She was doing everything in her power to keep you from leaving with the diamond.

We have to find this magnet – wherever it is. Find it and destroy it. We don't have that location yet. And until we do, the only logical pursuit is the diamond. We've successfully identified one of Sloane's assistants at a night club in Rio de Janeiro. Apparently, the club will be closed this evening for a private affair. We believe Anna and Sloane will be meeting, so that Sloane can give her the diamond to complete the extraction of the blood. That transfer is the only opportunity we'll have at preventing this catastrophe. You can not afford to fail in this mission.



OBJECTIVE UPDATE: Follow Anna.

In order to find Sloane and the diamond you need to follow Anna. Hopefully she will lead you in the right direction. Although there is no sight of Sloane yet, Dixon indicates that Anna has been spotted emerging into the streets of a warehouse complex adjacent to the nightclub. Your objective is to follow her and your main priority is to stay out of Anna's sight. If she spots you, reinforcements will fill the areas outside the nightclub.

When Anna emerges from a closed door she begins her path to the nightclub, stopping every now and again to check behind her. You begin the level high above the streets. The rooftops are too high up to drop safely to street level at this point, so you must make your way around the rooftops to pursue Anna. At your starting position you will find a **SAVE POINT**.



Moving along the rooftop you will encounter two of Anna's soldiers. You must fight them. One quick way to dispose of them is to throw them off the roof. Be careful though... you too could plunge to your death if you're not careful. Both soldiers are armed with crowbars. You can disarm them and use their weapons against them. After fighting the first two enemies you must make your way down and then back up a set of wooden stairs to gain access to the next rooftop. Here you come across another guard. Take her out in the same fashion as the previous two. At the far end of this roof area you will reach a point where you can go no further unless you climb down the fire escape then drop to street level.

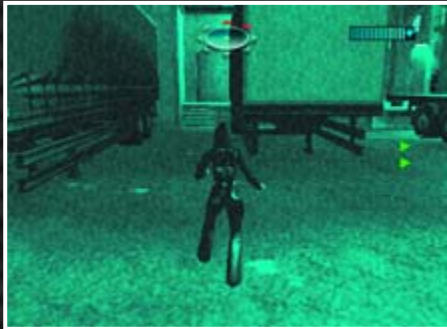


After reaching ground level, you must pass through a small warehouse to tail Anna. There is a lone soldier patrolling this open lot. From your position near the dumpsters, wait for the soldier to walk back to the far end of the area and run to your left to enter the small door leading into the warehouse.

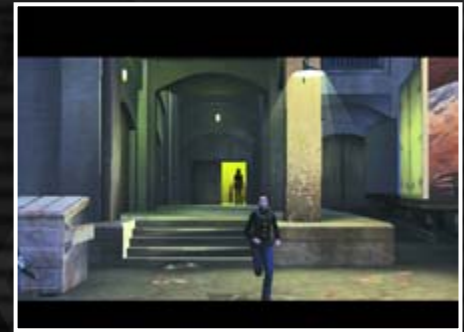


Walking through the two small hallways will bring you to another open area. This lot is heavily patrolled. You will need to make your way to the far corner of the lot (diagonally opposite your current position) to continue. Using your enhanced vision device here will allow you to see the patrol paths of the guards enabling you to time your movements through the area.

The best path through the area is to snake your way along the left side of the lot. Using the trucks for cover move left toward the short steps leading up to the walkway along the left wall. From here you can observe the patrol of the guard in the area. Head up the steps and look around the truck. When the guard walks toward the edge of the ledge to your right, sneak up and stealth-kill him from behind. Proceed along the walkway and head left. Use the columns to stay out of sight of the other guards in the area. Wait for the next patrolling guard to pass by to your left and sneak along the wall. Before he turns around and heads back toward the exit area, run around the walkway to the right and through the small door to exit the area. >>



Once through this warehouse area you emerge to see Anna running through a gate that closes behind her. You are now in a small industrial storage area in the back streets leading to the nightclub. You need to find a way into the club through the warehouse. First however, Dixon wants you to meet him in the alleyway so he can give you some much needed additional equipment.



OBJECTIVE UPDATE: Enter the club via the warehouse.

To find Dixon, sneak forward into the back streets area and hop down the ledge on your left. There are a number of trucks parked in the area. At this point it would be wise to continue to use your enhanced vision so you can track the patrol routes of the guards and soldiers in the area. Dixon is located at the far left end of the street (next to the communications truck).



Use the trucks for cover as you move to your left. When the nearest guard turns and walks away, sneak between the truck and the wall then run left to the end of the street to meet up with Dixon. Here you will receive the coolant jet gun to help you through your mission. Now it's time to head through the warehouse and infiltrate the nightclub.



Using stealth and the truck for cover, return to the ledge and press up against the column for cover as you observe the patrol patterns of the guards. You need to head to the far right end of the street to continue on. When the armed soldier walks away, move down the steps to the right and take cover behind the dumpsters. Watch the two enemies. Once they walk away from each other, you can emerge from your position and sneak along the wall and hide in the shadowy corner to the right. When the guards move away, move out and sneak right using the flatbed truck for cover. Move to the end of the truck (near the fence) and wait.



To get through the gate at the end of the street you need to use your coolant jet gun to break the lock on the gate. From your position, wait for the guard to move away and sneak out. Quickly select the coolant jet gun from your Op-Tech inventory, aim at the lock and fire. This will open the gate allowing you to pass through. Once through the gate you will encounter two additional soldiers. There is no hiding here. You must fight them. Try disarming the soldier with the club and use it for some quick kills. Keep the fight away from the gate area so the armed guard you just past doesn't spot you and open fire.



Access to the warehouse is found through the door located in front of the parked car. If you don't have a weapon at this point, be sure to pick up the broom adjacent to the door before proceeding through. Immediately upon entering the corridor you are attacked by two additional club-wielding soldiers. You can wait at the entrance for the soldiers to approach you and use a stealth attack to take out one of the enemies, making your job a little easier. Around the corridor to your left you will find a **SAVE POINT**.



The garage area ahead is patrolled by two of Anna's female soldiers. They may attack you before you can save your progress depending on whether or not they heard the fight in the hallway.

If they attack kill them both before saving your progress. If they are still patrolling the garage area, press up against the wall to the right of the doorway to observe their patrol routes. When the soldier nearest the doorway passes to the right, you can run straight through the garage along the left wall undetected to reach the exit door at the opposite end. Moving through the door brings you to a short outside alleyway leading to a set of double doors.



Entering the double doors will bring you to the service elevator room. Two guards patrol the area and you will be forced to fight them before using the elevator. You will find a broom against the left wall to aid you in your battle. Once both enemies are taken out proceed to the service elevator to gain access to the cellar of the nightclub. Operating the elevator requires inputting a key code. Select the key code de-scrambler from your Op-Tech inventory to obtain the correct sequence to activate the elevator.



OBJECTIVE UPDATE: Access the upper floors of the nightclub.

Once the elevator reaches the lower level you are instructed to find a way to reach the upper floors of the nightclub. Marshall also indicates that some of the doors within the club have changed their locking mechanism to key card operations. The de-scrambler will be useless here. You're going to have to pick up a key card somewhere.

The cellar area is heavily fortified with tons of thermal lasers and a very touchy security camera. Should you trip any of the beams, the gun turrets mounted along the walls of the cellar will tear you to pieces. The camera itself is located along the right wall adjacent to the door you need to open to exit the area.



Maneuvering through this area requires expert timing, good aim, quick movements and a lot of luck! The coolant jet gun is the only device that can get you through here. Unfortunately, the effects of the coolant on the thermal beams lasts only a very short time. The beams will reactivate quite quickly. Although it may seem an impossible task, there is a way through here.

Begin your progress by approaching in stealth mode so you don't accidentally trip anything. The first thermal beam you want to deactivate is to the right of the elevator. Activate your coolant jet gun and aim at the beam generator along the right wall. Defuse the beam and quickly move to a safe location in front of the crates along the wall. Repeat the process on the beam coming from the left wall adjacent to the elevator and continue to move forward. Repeat the process once again on the beam at the lower corner of the wall (past the crates). Once that is deactivated, move around the corner to your right.



Now comes the tough part. Directly in front of you is a wall comprised of four beams. At the base of the column against the far wall is another beam. Situated on the right wall just around the corner is the security camera. At the far end of the cellar



(to the right) is the exit door you must get through. Unfortunately, it too is blocked by another two beams. Your coolant gun can temporarily deactivate the beams AND it can also temporarily deactivate the camera. Timing, shooting accuracy and nerves of steel are essential to making it through. When you are ready, do the following...

Position yourself midway between the wall and the column facing the four beams. Using your coolant gun, shoot out the two lowest beams on the column. Quickly move the crosshairs of the gun to the beam coming from the far wall and take it out.



With these beams temporarily out, quickly sneak under the active beams and head along the right wall so that you are almost directly under the security camera. Once again, grab your coolant gun and fire it up at the camera. Next, quickly swing the crosshairs to the base of the two beams to the left of the exit door. Aim and shoot as accurately and quickly as possible to deactivate the beams. Once these last two beams are deactivated make a run for the door. Open it and run through before the camera and the beams re-activate. Should the camera spot you... it's all over.



Safely through the exit door brings you to a corridor leading up to the nightclub. Entrance to the club can be found through the kitchen. At the end of the corridor you will find a door directly in front of you. This door leads into the kitchen. The corridor continues up the steps to the right but cannot be accessed. Security at the top of the stairs is much too strong.



There are two guards patrolling the kitchen. You need to eliminate them both before passing through the doorway on the opposite wall. There are a number of kitchen utensils sitting on the counters you can use to make quick work of the enemies. Once they are dispatched, head through the rear door to a short corridor beyond.



At the end of the corridor is a set of double doors leading to the bar area of the nightclub. Two workers will immediately attack you as you enter the room. Bottles situated on the bar make good weapons here. The noise created by the fighting may alert two of Anna's female soldiers patrolling around an area past the nightclub's main dance floor if you allow the fight to spill out of the bar area. Should they attack, you must kill them before heading down into the main club area.



There's not much going on in the main dance hall area at this time. Above the bar to the right is an elevated walkway. The walkway is not accessible. A chain at the bottom of the steps blocks your way. Through the archways at the far end of the hall is a smaller room with an illuminated dance floor. If Anna's two soldiers were not alerted to the previous fight, they will be patrolling that area. >>



The guards are very alert and very strong. There are elevated walkways on either side of the dance hall, however the stairs along the walls are blocked. From your position at the entrance to the small dance hall you need to exit through the large double doors located in the right corner. You can try to time your move across the walkway to the right and exit the area undetected. Take up a position against the wall past the bar at the right entrance to the small dance hall. Wait for the guard patrolling along the right side to walk away. Carefully slip into the area and sneak up the steps. Make your way along the elevated walkway to the double doors to exit.



Beyond the doors is another corridor. Directly in front of you is a **SAVE POINT**. Up the steps and to the left awaits a guard. You must fight him so be sure to grab the broom standing up against the wall before heading up the steps. You are now on the other side of the heavily guarded corridor you previously saw before entering the kitchen.. Fortunately, the camera above the double doors only swings in a 90 degree arc protecting the far end of the hallway so you have a clean shot at proceeding over to and through the double doors as long as you stay close to the right wall.



Past the door, head up the long staircase to the red-carpeted hallway. At the top of the stairs you'll see a split screen showing you what lies around the bend. Two armed soldiers patrol the main hallway around to the right. Using stealth move around the corner and position yourself up against the wall at the next corner. One soldier patrols the right side of the hall... the other the left. When the nearest soldier reaches the corner perform an around-the-corner stealth attack to take him out. Next, grab his gun and use it against his comrade.

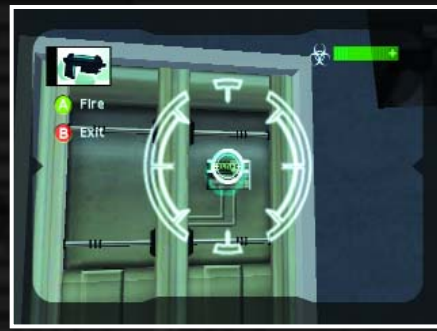
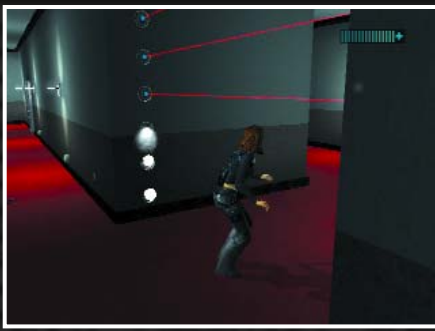


Toward the end of the main hall you have the choice of heading in two directions. Along the left wall is another hallway. This path is blocked by a wall of thermal beams. At the end of the hall to the right is another path leading to a set of double doors about halfway down the hall along the right wall. This path is also blocked by a number of thermal beams. Should you choose to head in this direction first you will eventually enter the club's billiard room through the double doors. Unfortunately you will not be able proceed any further without first acquiring the much needed key card. The best course of action is to head down the short corridor along the left wall.



Use your coolant gun to de-activate the lower beams and crawl under the remaining activated ones. On the other side of the beams proceed left to enter a dressing room. Inside this room are two soldiers. You must defeat them both before searching the room. >>





At the right rear corner of the room you will find a control panel. Approaching the panel will trigger a cut scene and you will gain the necessary key card. Unfortunately, accessing the control panel to get the card also triggers the exit door to close and lock. In addition, VX gas is released through the vents. You need to find a way out of the changing room fast before you are overcome by the deadly vapors.

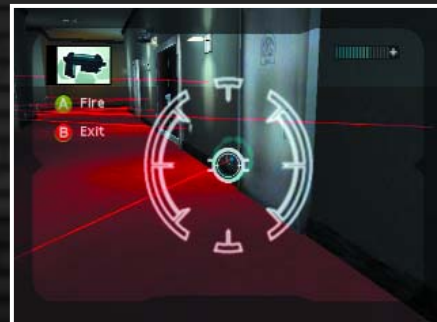


Now with the key card in hand you can proceed to the middle of the hallway to gain access to the club's billiard room. Use the coolant gun to get back past the wall of beams and head left to the far hallway. Blocking the double doors are more thermal beams. You only have to deactivate the two lowest beam generators. The first generator is located at the far side of the metal door along the right wall. Once this beam is de-activated, simply crawl under the other beams toward the double doors. Once past these beams deactivate the beam beside the double doors. You are now clear to enter the billiard room.



OBJECTIVE UPDATE: Escape the changing room.

To escape the room run back to the locked security door. Select the coolant jet gun from your Op-Tech inventory. Aim it at the locking mechanism and fire. This will disable the lock but the door remains closed. Walk up to the door and give it a quick punch or kick. Doing so will knock the door down and you can make your escape.



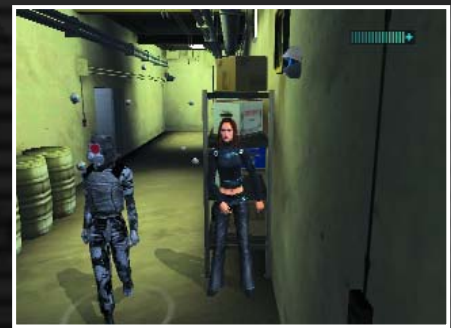


Immediately upon entering the room you'll be attacked by thugs wielding pool cues. You can disarm them and use the cues to take both of them out fairly quickly. Inside the billiard room there are two sets of double doors. The doors at the far end of the room do not open. The doors to the right of the entrance can be opened using your key card. Proceed to the doors and use your card to pass through.

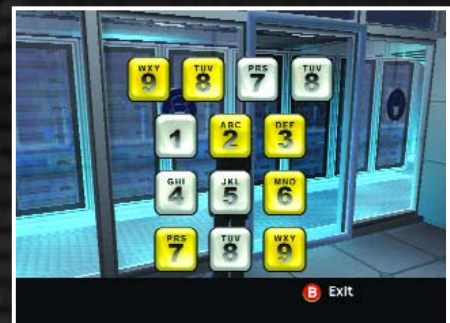


OBJECTIVE UPDATE: Gain access to the roof by hacking the mainframe computer.

In order to gain access to the rooftop you must hack the mainframe computer to deactivate the security doors blocking your access. Proceed up the red-carpeted stairs. At the top of the stairway you will find a **SAVE POINT**. At the end of the corridor is another set of double doors. These doors lead to the rooftop service corridors and the mainframe room. Using stealth, open the double doors and look down the corridor to your right. One of Anna's female soldiers is patrolling the hallway. When her back is turned, sneak down the corridor and press up against the shelving. When she approaches she may simply pass by without noticing. If she does, sneak up behind her and deliver a stealth attack. If she spots you, fight her before entering the mainframe room.



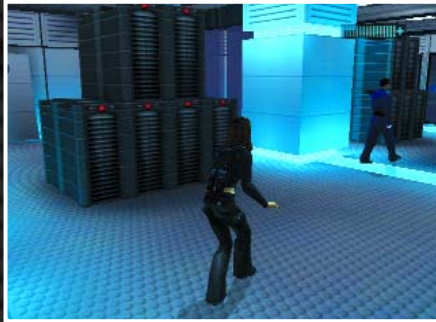
Entering the mainframe area you find yourself in a small exterior room. To gain access to the mainframe room itself, you need to use your key code de-scrambler to open the glass door leading inside. The room is divided into two main areas. There are two large computer banks, one is directly in front of you and the other is located at the far end of the room. On the rear side of the second bank of computers is the control panel you need to hack in order to gain access to the roof.



One of Anna's soldiers patrols back and forth along each of the computer banks. There is also a technician patrolling around both sections of the room. Use stealth to enter the room so you do not alert the guards. After passing through the door head to the right and press up against the end of the first main computer bank. From here you can watch the soldier walk back and forth. Keep your eye out for the technician. If you are too close to the corner of the computer bank the technician will spot you. Once the technician walks away move up to the corner and deliver an around-the-corner stealth attack to eliminate the first soldier.



Next, sneak over to the column dividing the two main room sections and press up against it. Wait for the technician to re-enter the area. When he approaches you deliver another around-the-corner stealth-kill. Finally, enter the second section of the mainframe room and wait for the second soldier to walk away. Sneak around the left side of the second computer bank to find the control panel. Be sure to stay in stealth mode and you will be safe from detection while you hack the computer.



Select your remote modem from your Op-Tech inventory to hack the mainframe. This time you will have to hack two sets of security protocols. The first set of protocols is similar to all previous ones. Once you have broken the three letter code, you will have to break a four letter code. Use the same process of elimination technique you've used in the past to break the four letter code to de-activate the mainframe. When the mainframe is hacked the rooftop security is disabled. Marshall tells you to access the roof and plant your glass tap on the skylight to pick up the conversation between Anna and Sloane. ↗



To leave the computer room undetected, press up against the computer bank and wait for the soldier to move away. Next, sneak back into the other main section of the room and head to the exit door. Exiting the mainframe room you may want to retrace your steps back into the hallway (through the double doors) to save your progress before heading out onto the roof. Most likely, you will have to fight the female guard patrolling near the mainframe room entrance before making your way to the roof (if you haven't eliminated her previously).



There are two entrances to the roof. They are located at opposite ends of the service corridors. The safer route is to use the corridor found to the right of the mainframe room (as you exit) or left from the hallway double doors (as you enter). Proceed along the corridor turning left at the corner. The entrance to the roof can be found at the end of this hallway. Be careful here. You must pass another corridor patrolled by two unarmed guards. Wait by the shelving for one of the guards to walk away from you and sneak past the corridor entrance. The door leading to the rooftop can be found straight ahead along the left wall. The door to the roof will automatically open when you approach it.



OBJECTIVE UPDATE: Record the conversation.

Walk over to the large skylight and wait for your Op-Tech icon to appear on screen. Select your DV recorder (glass tap) from your inventory and place it on the skylight to listen in on the conversation below.



ANNA: Arvin, how lovely to see you again. You brought the blood sample from the diamond?

SLOANE: Actually Anna, I decided to bring the diamond itself...

ANNA: What's this about?

SLOANE: I saw your little communications truck. I had my men raid it after Bristow left the garage. Tell me Anna... when were you planning on telling me about this magnet nonsense?

ANNA: I was getting tired of lying to you anyway.

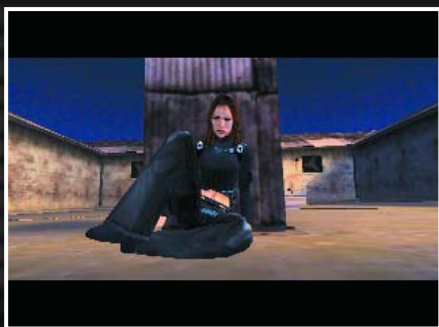
SLOANE: Before you do anything rash, you should know... the diamond has been rigged. So, if it's removed from my finger or if the electrical current is broken it will explode. Now I would like you to tell me exactly where your little bunker is.. because I intend to raid it for spare parts.

ANNA: I have a better idea: I'll take you there—

The conversation is interrupted by a communication from one of Anna's soldiers... They've got you cornered on the roof. Anna instructs her men to "terminate her!" When the cut scene ends, you are in for the fight of your life!

Three of Anna's gunmen will immediately start shooting at you. You must attack and disarm them as fast as possible. Use their guns against them to wipe them out before additional soldiers and guards join the fray. Guards and female soldiers will come at you in waves. Use whatever weapons you can find around the rooftop area to take them out. When the last of the enemies has been dealt with, the gun turret mounted in the wall will activate and you'll automatically take up a position behind one of the roof vents.





From your cover position behind the roof vent you realize that the security system has been reactivated. Attempting to contact base camp is useless. Something has gone terribly wrong. Base camp back at the rotunda has been compromised. Vaughn and Dixon try to determine what is going on...

VAUGHN: *Dixon, this is Vaughn. The Rotunda is under attack. Repeat, the Rotunda is under attack. I count three squads. Heavy weapons.*

DIXON: *How is that possible?!*

VAUGHN: *At this point, we're not sure. Security and communications protocols were disabled from the inside - there must be a mole somewhere in here!*

DIXON: *You have to re-establish comms with Sydney! She needs an escape route!*

VAUGHN: *That means finding the mole and breaking the jamming frequency... Marshall, do you copy? Which way are the attackers going?*

MARSHALL: *Uh... it looks like they're headed toward Sark's cell block.*

VAUGHN: *That must be what they're here for - to break Sark out...*

MARSHALL: *Right, but there's no way you can go in there unarmed. Hang on... I can get you to a tranquilizer dart gun in the meeting room. I'm highlighting it on your PDA map.*

For the time being, Sydney is trapped on the rooftop with no means of escape. You are going to have to find the mole at base camp and break the jamming frequency. You are now in control of Vaughn. When the cut-scene ends, you find yourself in a small area just outside the rotunda entrances. Here you will find a **SAVE POINT**.

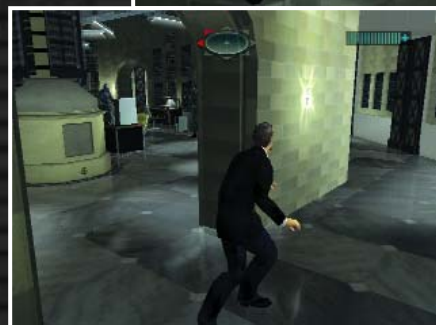
OBJECTIVE UPDATE: Retrieve the tranquilizer gun and keycard from the meeting room.

Directly in front of you are two doors. The door to the left leading directly into the main rotunda area is blocked by machinery. The door on the right leads to a corridor that encircles the rotunda. Take a look the map in your digital notebook. There are two additional corridors leading off of the rotunda. One of them leads to the meeting room area (through the double doors), the other to the cell blocks (through the single

door). Before heading to the cell blocks you must make your way to the meeting room to get the tranquilizer gun.



Quietly open the door and take up a position by the first open archway on the left. From here you can observe the soldiers patrolling the rotunda. Many of the soldiers stand guard at the archways leading around the perimeter. Carefully sneak past the first open archway and make your way around the rotunda perimeter. As you approach the next archway, a very observant soldier watches the area. At the edge of the archway press up against the wall and prepare for an around-the corner stealth attack. Eventually as the guard twists and turns you will see the yellow right angle arrow in his floor circle. As soon as the arrow appears deliver your corner stealth-kill to take him out. Next, carefully continue to sneak around the perimeter past the next archway just opposite the double doors on the right.



Once you've successfully made it to the double doors leading to the meeting room hallway proceed through. At the end of the L-shaped corridor is another door. A short cut-scene will show you what's beyond. You must navigate through a desk-filled outer office to reach the main meeting room itself. This area is guarded by two of Anna's armed soldiers. Open the door in stealth mode and wait for the patrolling guard to pass the door



LEVEL 5_NIGHTCLUB

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and walk away. Sneak into the room along the left wall and quickly take up a position against the file cabinets. When the patrolling guard approaches take him out with an around-the-corner stealth attack. Next, creep down toward the double doors using the desks for cover. When the other guards turns his back, sneak over and enter the meeting room undetected.

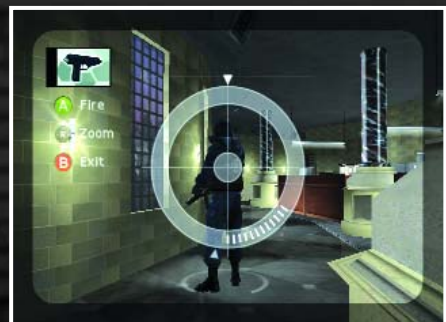


Inside the meeting room are more soldiers. You have no choice here but to fight and kill them before retrieving the tranquilizer gun. Be sure to enter the room with a full health meter. If you are able to bypass the two soldiers in the outer office using stealth-kills and sneaking, you will meet little resistance in the meeting room (two unarmed soldiers). If you had to fight the soldiers in the outer office, the meeting room will be filled with reinforcements. After defeating them all, walk to the conference table and retrieve the tranquilizer gun. At the front corner of the meeting room you will find a **SAVE POINT**.



OBJECTIVE UPDATE: Find Sark.

Now it's time to find Sark in the cell blocks. If the stationary guard is still posted outside the meeting room, quietly sneak out through the double doors. Keep an eye on the stationary guard. You can hide behind the partition to the right to watch his moves. When he turns his back, creep out from your position and quickly select your tranquilizer gun. Aim it at the soldier and fire. Once he's temporarily knocked unconscious run past him and exit the office area.



After making your way back through the small office, head back down the L-shaped corridor to the doors leading back into the rotunda area. Open the doors in stealth mode. Directly in front of you is an open archway. Sneak to your left along the perimeter. If you are spotted you must take out the attackers before entering the door leading to the cell block area.



At the end of the L-shaped corridor you come to the cell block area. There are three cells along the right wall on the far side of the barred area. Each cell is guarded by a soldier. Sark can be found in the cell furthest away from your current position.

Using stealth, sneak into the cell block and take up a position near the desk to the right. From this vantage point, select your tranquilizer gun and take aim (through the bars) at the soldiers. Shooting quickly, aim at the closest soldier and take him out. Then take out the middle soldier and finally the soldier furthest away (the one blocking Sark's cell). Once all three are incapacitated head to the barred gate and use your key card to access the cell blocks.

Next move quickly to the last cell and enter before the soldiers regain consciousness.



Walking up to Sark will trigger a cut-scene. When Vaughn confronts Sark he discovers that Anna's soldiers are not there to rescue him. They are there to kill him. At that point Vaughn turns around to come face to face with the mole... It's Marshall... gun in hand!

Sorry, Mr. Vaughn. My eyes were opened during Sydney's trip to Saudi Arabia. When Anna had me in captivity, she showed me the logic of her plan through her prototype... That's why I diverted you in here... And now... her vision is complete...

With that said, Vaughn wrestles Marshall to the ground to disarm him. After a few good slaps to the face, Marshall comes to his senses. It appears that he had been brainwashed by Anna. Now back to reality, Marshall helps Vaughn devise an escape route for Sydney.

OBJECTIVE UPDATE:

Escape from the nightclub.

Communication with Sydney has been re-established. The gun turret on the roof can be disabled for 10 seconds allowing you to escape the roof and re-enter the storage corridors. Once safely off the roof Vaughn warns you that Anna has activated all security measures and the entire building is on alert. According to Dixon, there are too many activated thermal beam sensors to use the coolant bow against. You are going to have to find a way to cool yourself down to get past the beams.



The thermal beams in the supply corridors are all over the place. Now, in addition to the two unarmed guards (still patrolling if you were able to sneak by them on your way to the roof), one of Anna's gunmen is patrolling the corridor. You will need to take them out in order to proceed. Use the gunman's weapon against him and the others and be sure to keep the fight away from the thermal beams.



Once the enemies have been dispatched you need to find a way to cool yourself down to get past the beams. At each corner of the corridor adjacent to the beams is a blue pipe supplying coolant to the building. Step up and punch or kick the pipe to break it open. Next, stand in the coolant fog until the snowflake icon appears alongside your health meter. When you see the icon count to ten to completely cool yourself down, then you can move through the beams without detection. The longer you stand in the coolant, the longer your body will stay cool. The effects of the coolant do not last for long so be sure to run through the beams and pass through double doors into the stairway leading back down to the nightclub as fast as possible.



Head back down the stairs, through the billiard room to the double doors on your left. Exiting these doors you will once again be in a hallway (previously visited). Two more of Anna's soldiers patrol the hallway... one is armed. You need to kill them both. Concentrate on the gunman first then take out the second soldier. When they are both eliminated, proceed to the coolant pipe and punch it. Stand in the fog until you cool down. You have to stay at the coolant pipe for at least 10 seconds to be sure you will have enough time to pass through the next set of beams. Once you are cool, run down the hallway through the beams and down the stairs to the left.

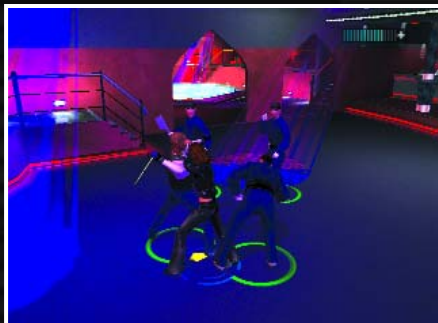


Exiting through the double doors at the bottom brings you back to the security corridor. The watchful camera is directly above you. Exit the doorway in stealth mode and proceed to the left along the wall to avoid detection. Be sure to save your progress before proceeding and grab a weapon if there are any around.

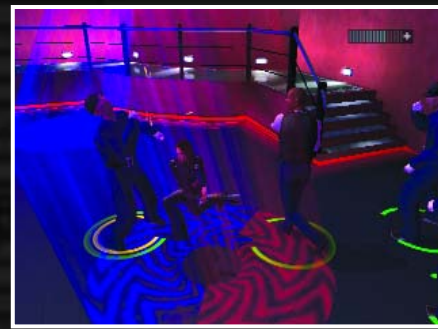


The doorway at the end of the corridor brings you back into the main dance floor areas of the nightclub. This time the area will be overrun with Anna's troops and other enemies. In order to escape the club you are going to have to survive this battle. Entering the illuminated dance floor area you will be spotted by two of Anna's female soldiers if you haven't disposed of them earlier. Take out these two soldiers then wait until your health meter recharges to full (if necessary) before entering the main hall. Once you reach the main dance floor you will be attacked by wave of guards, bouncers and other personnel.

Use a strategy of fight and flight to take on all the enemies. Most of the attackers carry some sort of weapon. Try to disarm them and use the weapons against your opponents. Should you be set upon by too many enemies at once, run away from them to avoid their hits and re-build some of your strength. Be sure to charge up your power ring and use special attacks whenever possible. Once the last of the attackers has been dealt with, the doors leading to the main entrance of the nightclub open and two of Anna's soldiers enter the hall. There is no need to fight them. Simply move around them and run out through the now-opened doorway.



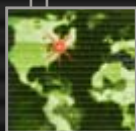
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Proceed down the corridor to your left past the coatroom and open the final door to exit the nightclub and make your escape.
MISSION ACCOMPLISHED.



LEVEL 6_ BUNKER



LOCATION_

Exterior of the bunker set into cliff side in Archangel'sk, Russia_

Anna Espinosa's evil empire in the underground_



OP-TECH DEVICES_

Lock Pick_

Sonic Booster_ records sound from long distances cutting out background noise

Remote Modem_

Laser Beam Interrupter_

Razor Prism_

EMP gun_



DISGUISES_

Stealth suit with Russian hat_

Female cultist's outfit_

MISSION BRIEFING_

Based on Anna and Sloane's movements, we were able to trace their location to a mountain range bunker in Russia. ... It's subterranean. Connected via a series of underground tunnels. Anna's already holed up all of her Followers there in preparation for the climactic changes.

Bombing from above won't work. And a frontal assault would destroy any element of surprise we might have. We'll HALO drop you in close proximity to the Bunker. You'll have to record an audio pass-sequence first, in order to access the installation. After that, we're not sure what you'll find inside. But we'll all be on hand to help you.

Marshall's... still being debriefed. He didn't know what he was doing. The Followers who infiltrated the Rotunda had him brain washed. Besides, they were using non-lethal weapons, Marshall wasn't responsible for anyone being killed... But Marshall did allow Anna's men to steal one of the fuel cells. We're not sure, but we think it's to power "The Machine".

You begin the level at the top of the cliffs overlooking the entrance to the bunker. The entrance is heavily fortified. Armed guards patrol the grounds. Turret guns and search lights keep watch over the entire area. A password is the only way to enter the bunker itself. You are going to have to record the password and use it later to gain access through the main entrance.



OBJECTIVE UPDATE: Get into position overlooking the bunker entrance.

On the cliff top overlooking the bunker's entrance in Archangel'sk, you need to locate the optimum spot for recording the password for the bunker with the sonic booster while

avoiding the patrolling guard in the area. The best position is at the far right edge of the cliff. There is one armed guard in the area. Sneak up and dispose of the guard. Then take up a position looking down toward the bunker entrance.



OBJECTIVE UPDATE: Record the audio code to enter the bunker.

Armored vehicles routinely drive up to the bunker compound and use the password. Once you get in position, select the sonic booster from your Op-Tech inventory and aim it at the control panel adjacent to the bunker entrance. The vehicle will stop briefly and use the password to gain entry. The booster



LEVEL 6_ BUNKER

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records for 5 seconds each time it is used. Time your activation of the recording to be sure to get the entire password. Once the password has been recorded, it's time to find a way into the bunker.

OBJECTIVE UPDATE: Get into the bunker.

You can now back track to the left edge of the cliff to begin your descent to the grounds below. At the top of the cliff you will find a **SAVE POINT**. Descend the cliff through the barbed wire. Keep an eye on the gun turret located on the storage container to the far right of the cliff face. Time your moves to stay out of its scanning range and the search beams moving across the area. You can sneak up against the first container for cover. Be careful... there is an armed guard close by to your right (behind the tree).



You need to get to the control panel and use the password to gain entry to the bunker. There are basically two routes you can use. One route takes you clockwise around the perimeter of the area and the other takes you counter-clockwise.

The shortest route is counter-clockwise. To accomplish this you must distract the armed guard stationed behind the adjacent tree. Pick up a stone and wait at the edge of the storage container until the gun turret faces to the left (toward the open area). Sneak out from your spot and throw the stone at the container just to the left of the gun turret, then quickly press up against the adjacent container for cover. Once the nearby guard walks away to investigate, roll past the opening between the two containers and make your way down the corridor created by the container and cliff. Next, take up a position against the rock wall and the small cement support adjacent to the control panel. Do not move too far out in front of the bunker entrance. There are two additional gun turrets over the doors. Should you be spotted, not only will they shoot you but the noise will alert all the guards in the area. ↗



Sneak out from your cover position and move to the control panel. You do not need to make your way to the front of the control panel to use your sonic booster. You can operate it from behind the panel as long as you are close enough to it for the message to be detected. Use your sonic booster to playback the password to open the bunker doors. Once they open you can run inside sticking to the cliff edge for cover.



The clockwise route is more tricky but it is achievable. Sneak left around to the main compound doors leading out of the area. Next, crouch down by the spotlight tower and wait until the guard turns his back, then sneak past him. It is possible to evade all the guards by sneaking along the cliff edge using the towers for cover until you reach a ladder located at the far left corner of the bunker entrance. Be sure to keep an eye out for the spot lights. Should you walk through their beams you will alert the guards. >>





If you want, you can sneak up to the lookout tower and disable the searchlight using the EMP gun. However, it's possible to skip the disabling of the searchlights by simply dodging them.

Once you reach the ladder on the left hand side of the bunker entrance you need to climb the ladder to access the control panel at the top in order to disable the two entranceway gun turrets. Use your remote modem to hack the control panel to disarm the turrets. Next, climb back down the ladder and sneak along the front of the bunker entrance. There is a guard you must deal with in the vicinity of the ladder. He is not very observant so you can either sneak behind him to make your way to the main control panel or you can perform a stealth-kill to take him out. Once you are safely at the control panel, use your sonic booster to playback the password to gain entry to the bunker.



Directly inside the bunker entrance you will find a **SAVE POINT**.

After saving your progress use the wall switch to pass through the next doorway. At the end of this small corridor is a very alert armed guard patrolling the room. You can pick up the can on the ground and throw it into the corner of the room to distract the guard then sneak into the room and deliver a stealth-kill.



In the next room is another armed guard. If you are spotted he will open fire and you'll have to disarm him or use the other guard's weapon against him. Be sure to pick up the map laying on the desk before proceeding. The next door leads to a short L-shaped corridor. There is another armed guard patrolling the area. Enter the corridor armed with a gun and take him out or take up a position at the corner and deliver an around-the-corner stealth attack when he approaches.





The door at the end of the corridor is locked. Select your lock pick from your Op-Tech inventory and pick the lock to gain access to the entrance hangar (tank room). In the center of the area is a large equipment elevator.

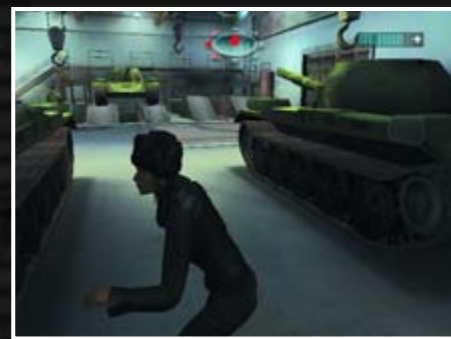


OBJECTIVE UPDATE: Operate the tank elevator to get down to the bunker sub-levels.

The tank elevator is the only way down to the bunker sub-levels. Marshall indicates that the elevator control panel is located in a security room at the end of the upper walkway. You need to gain access to the room to activate the elevator switch. The room is locked and you must obtain the four-number entry code to gain access. To discover the entry code you need to set up your razor prism to splice through the cables to determine the correct sequence. Your problem is finding an accessible junction box.

The hangar area is heavily guarded. Using stealth, sneak to the left using the tanks for cover. From this corner of the room you will notice a row of steel support columns. The first column

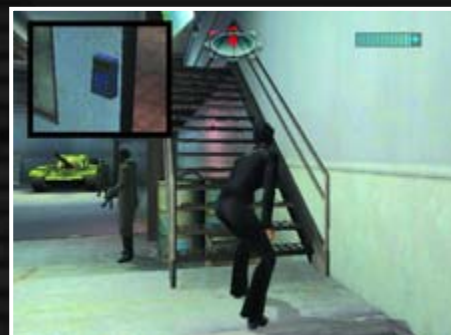
(the one closest to your position) has the needed junction box mounted on it. Sneak along the wall and when you reach the column, select your razor prism and place it on the junction box. Successfully planting the prism will give you a split screen image showing you a guard entering the correct four-number code.



Do not maintain your position behind the column for too long or you will be spotted by the patrolling guards. Instead, sneak back the way you came and head to the right corner of the area using the tanks as cover. Along the wall (at the corner) you will find a ladder leading up to a ledge that you can use to make your way around a portion of the tank room's perimeter. Keep an eye on the split screen and remember the four-number code... 1574.



At the end of the ledge climb down the ladder to the walkway. Sneak around the walkways. You need to descend some steps and head back up another set of steps to access the walkway leading to the security room. There is an armed guard in the vicinity however you can easily sneak past him.



The walkway leading to the security room is patrolled by one armed guard. There is also a security camera watching over the room entrance. Crouch behind the barrels and wait for the guard to walk away. He will stop briefly. At this point you can sneak up behind him and deliver a stealth-kill. As you approach the security room Marshall will contact you...



Hold it, I'm picking up major wireless noise from that door. My guess is, they have a detection system wired to it for any illegal entry. If you use the remote modem on the alarm panel, I could delay the alarm signal for a few seconds.

Delaying the alarm signal should give you enough time to gain entry to the room and activate the elevator. The alarm panel is located direct beneath the security camera. Pull out your remote modem and hack the alarm panel. Once the control panel is deactivated Marshall will give you the go-ahead. You have 50 seconds to get in the room, activate the elevator and get back out of the room before the alarm re-activates. On his mark, move to the security room door and use the switch. Enter the four-number code (1574) and enter the room. Next, activate the elevator switch located on the back wall and then leave the room. Before proceeding to the elevator you need to retrieve the razor prism.



OBJECTIVE UPDATE: Rescue the razor prism.

Re-trace your steps along the walkways and ledges and climb down the ladder to reach the floor. Using the tanks for cover, once again sneak over to the column and retrieve the razor prism.



Now it's time to get into the elevator to access the bunker sub-level. Sneak back around to the ladder area and take up a position at the rear corner of the adjacent tank. From here you will observe an armed guard patrolling. He will stop and look around. When he turns and walks away, sneak out and head to the alleyway created by the elevator and the wall. After he approaches your position once again, he will turn around and walk away. Stealthily follow the guard around to the front of the elevator. Turn and quickly make your way inside. There is another stationary guard in the vicinity of the elevator entrance. Approaching the elevator from this direction you can bypass him without being detected.





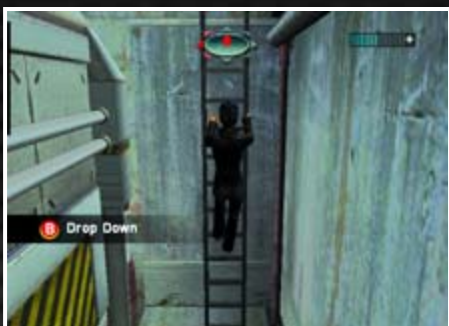
You may feel safe as you ride the elevator down to the bunker sub-levels... but you are not alone. One of Anna's female soldiers is hiding on the elevator roof! When she comes crashing through the ceiling you will have to fight her. She is armed and tougher than other opponents. Use your best fighting skills and special attacks to deal with her. You can always move around the elevator to avoid her attacks should your health be in jeopardy. Once she is dispatched, the elevator will complete its trip to the bunker sub-levels.



When the elevator door opens you will be looking down the barrel of a tank gun. It is much too dangerous to head into the bunker from here. Vaughn communicates that there are some ventilation covers in the elevator shaft. This is your only way to gain access to the lower areas of the bunker.

OBJECTIVE UPDATE: Find an alternative route into the bunker.

Outside the elevator door you will find a **SAVE POINT**. From your position facing the large, now-closed exit door, head to your left and around the side of the elevator. At the back of this narrow space you will find a ladder. Climb the ladder to the ledges above.



You must carefully strafe along the elevator shaft ledges to reach the opening in the vent system. The ledges are protected by security beams, which you need to disable with your beam interrupter as you proceed around. Select the beam interrupter from your Op-Tech inventory and aim and shoot it at the first beam. Carefully make your way past it along the ledge, then retrieve it to use on the next one. Once past this second beam, leave the beam interrupter in place. Do not retrieve it! Continue around the rest of the ledge using (and retrieving) your remaining beam interrupter. Crouch down and crawl through the vents to reach the upper level of an unusually frigid cavern filled with machinery.



OBJECTIVE UPDATE: Devise a strategy for avoiding the gun turrets.

The cavern area is guarded by two gun turrets, a rocket launcher and two of Anna's Followers of Rambaldi... one male, the other female. The upper area of the cavern is lined with pipes and catwalks. You need to find a way to deal with the gun turrets in order to proceed. The rocket launcher cannot be disabled.



Located in two areas along the pipes and catwalks are panels controlling the turrets. You can hack into them to disable the guns. In stealth mode, crouch and carefully make your way along the pipes beginning to your left. The pipes are slippery so keep moving to avoid losing your balance and falling. Follow



the pipe around to the right and move up the small catwalk to the first control panel. Use your remote modem to deactivate one of the turrets.



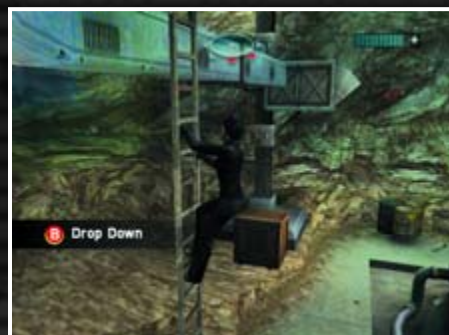
Next, retrace your steps along the short catwalk and turn to the right. Follow the pipes around and make another right just above the rocket launcher. Make your way to the small catwalk and jump up to the small pipe above. Shimmy your way over to the second control panel. Once again use your remote modem to disable the second turret. With both turrets down you now need to contend with the rocket launcher and the two Followers of Rambaldi.



You definitely want to kill the followers... A search of the female follower will yield a disguise, which will come in handy when you exit this area. Proceed back over to the pipes in the vicinity of the rocket launcher and drop down. You will be spotted. Try and keep the fight below the launcher (near the cavern wall). Once both enemies have been dispatched and the disguise in-hand, move back along the left wall toward the exit. Pass through the door to make your escape.



If, at any time you fall to the floor below, you will be spotted by the two Followers of Rambaldi. The gun turrets and rocket launcher will also begin to attack. Try and run as fast as possible to the ladder in the right corner. Climb up it to escape the followers and the onslaught from the turrets and rocket launcher. From here you can make your way around the pipes to disarm the turrets.



Should you fight the followers within sight of the rocket launcher you can do a few things to help yourself. Take the fight with the followers to the area of the ladder. This area is furthest away from the launcher. If the gun turret has not been disabled don't move too close to the ladder. Swing the camera around so that you can see the rocket launcher from your position. The rockets fire slow enough for you to dodge them as long as you see them coming. Often the rockets will wipe out the followers in the process.



Once you finish off the followers, you can change into your disguise and walk (slowly since you will be shivering) or roll (faster and safer) through the exit door without being shot at.



Exiting the cavern you find yourself in a small corridor. The hallway beyond is filled with Followers of Rambaldi. Take this opportunity to slip into your newly-acquired disguise (if you haven't done so already) before proceeding. Should you enter the corridor in your stealth suit you will be attacked immediately. In disguise, be sure not to engage any of the enemies (or carry a weapon) or you will blow your cover. The disguise offers no protection from the frigid temperatures so you'll want to change out of it as soon as possible. At the end of the hallway (at the bottom of the stairs) enter the computer room on your left. Here you are safe for the time being, so switch back into your stealth suit to keep warm.



OBJECTIVE UPDATE: Hack the computer terminals to gain information concerning the bunker.

The computer room contains two terminals you need to hack in order to continue. Step up to the first panel and use your remote modem to hack into the system. Proceed to the next terminal and do the same. Be sure to pick up the weapon laying on the floor before hacking the second terminal... you're going to need it soon!



Immediately after successfully hacking the second control terminal you will be attacked by three Followers of Rambaldi. One of the followers wields a nasty looking weapon. You need to dispatch all three followers before proceeding. Concentrate on the armed follower then take out the others.



Once the last of the followers has been dispatched, the large doors at the rear of the computer room will open. Looking down into the room below you will see Sloane locked to the machine... He's still wearing the diamond. Along the balcony you will find a **SAVE POINT**.



OBJECTIVE UPDATE: Release Sloane to get the diamond.

According to Marshall, Anna's is using micro-biotic arms to extract the diamond. Vaughn wants you to destroy the diamond.... Without it the machine won't work. After you've saved your progress, grab the nasty looking weapon, climb over the balcony railing and jump down to the floor below. When you near Sloane you can take out your lock pick and release him from the machine. Once he is free he will tell you...



It's too late. The machine has the diamond and the blood. You can't stop it now. I have five minutes to reach one of Anna's underground tunnels, it's one of the few safe places left on this planet Sydney. So, you'll understand if my reaching them takes precedence over helping you.

OBJECTIVE UPDATE: Stop Sloane.

Unwilling to help, Sloane decides to fight you instead. Take him on and give him a good beating. Once you have knocked his health down to the critical level Sloane will speak again... *Wait – wait! All right, Sydney, you win. There is a way to stop the machine. The machine has two triggers, both have to be destroyed if this madness is to be stopped. The first one is here, it's a detonator mechanism buried within this control center. The other one is... right there.*



Sloane points up to the balcony at Anna who says... *You're too late, Sydney! All the pieces are in place!*

Now Sloane has a plan... *Sydney, you don't have time to destroy both detonators. Let me take care of this one, you go after Anna. If I'm telling the truth, you'll have saved the world. But if I'm lying, then the Machine will fire – and I'm sealing my own fate.*

OBJECTIVE UPDATE: Destroy the Machine.

After the cut-scene, a small door will open. The door leads to a corridor containing two sets of stairs. At the top of the second set of steps you'll enter into another frigid cavern. This is the cavern you were previously unable to get into from the tank elevator. The door you need to get through is frozen solid and there are three of Followers of Rambaldi guarding a tank along the right side of the cavern. The two patrolling guards carry weapons. The third guard remains stationary alongside the tank.



In order to get through the frozen door you need to use the tank, which means taking out the Followers of Rambaldi first. If you first move to your left, you will find a weapon to use against them if you don't have one. You can also pick up and throw objects to distract them, however you will have to fight them all before heading over to the tank. Disarm one of the attackers and use his weapon against the others.





Once the followers are dispatched climb up onto the tank. From this position you can operate the tank's main gun. Swing the barrel around to line up with the frozen door then blast away. A direct hit will blow away a piece of the door allowing you to exit. If you still have a weapon, take it with you.... if not, find one. On the other side of the door you will find a small room and a **SAVE POINT**. Passing through the open doorway and down the next corridor brings you to your showdown with Anna.



OBJECTIVE UPDATE: Beat Anna.

You must now take on Anna one-on-one to defeat her. She has all the combat moves you've previously encountered plus some special, very powerful moves of her own. The best way to defeat Anna is to use your special attacks. Press and hold your special attack button to build up your power ring before launching your hits.



Try and stay away from Anna after landing a series of attacks. If you stay within combat range she'll surely land a number of devastating attacks against you depleting your health. Move around the room and build up your power ring then repeat the attacks. Keep this tactic up and you'll wear away Anna's health before she has had enough opportunity to beat you up. Once Anna's health reaches the critical level she falls to the floor and a cut-scene begins.



As Anna tries to regain her strength, Sloane comes up behind her and stabs her in the back. Just before she dies, Anna's pulls out the machine's remote activation control and starts it up. With her last breath she utters... *It's over Sydney... You've lost!*

After the cut-scene ends, you find yourself in the heart of the control room.

Moving around the room, both Dixon and Vaughn communicate with you...

You have to get the diamond out of the machine! Is there anyway you can stop the laser?



You need to find a way to stop the laser. Head to the right side of the junction box where the laser beam is emitting. Select your beam interrupter from your Op-Tech inventory and set the interrupter on the device to stop the beam. Doing so will interrupt the beam but not stop the machine from continuing to fire... it won't turn off. >>





At this point Marshall has a plan... *The diamond's just the ignition... It's the fuel cell that's powering it now... Think, Flinkman, think... Sydney, remember in the Asylum, when you used the prisms? You can redirect that beam with your razor prism! Only thing is, you won't have enough time to get out of the Bunker!*

Undaunted, Sydney knows what must be done... *Base Camp, prepare for emergency extraction! Tell the helicopter I'll either be outside of the bunker at the ETA, or it's to reach minimum safe distance without me!*

You must now redirect the beam and destroy the machine once and for all. Head over to the control mechanism to the right of the junction box. Select the razor prism from your Op-Tech inventory and set it in place. Successfully re-directing the beam will set off a chain reaction that will eventually destroy the machine and blow up the entire bunker! You've got just 3 minutes and 45 seconds to escape the bunker before the final cataclysmic detonation!



The initial blast blows open a small door in the room. On the other side of the door is a **SAVE POINT**. After saving your progress head left up the stairs. Explosions continue to rock the facility. At the top of the stairs another door will be blown away. Enter the room and proceed either right or left around the center machinery. Avoid the Follower of Rambaldi in the area and head up the metal steps along the right wall. Climb up to the platform above, ascend the next set of steps and turn left.



Entering this next area you will be confronted by another group of followers. To your immediate right is another stairway. This stairway leads to an elevator shaft. Do not go this way yet! You need to activate the elevator first. Be sure to pick up the glowing weapon leaning against the wall... it will come in quite handy from here on out! Strike the enemies once or twice to knock them down before proceeding around to the left. Do not spend a lot of time fighting these enemies. At the far corner will be a catwalk leading to the elevator control switch. Head to the end of the catwalk and activate the switch. Then proceed back to the stairway adjacent



to the room entrance. **YOU MUST MAKE YOUR WAY THROUGH THIS AREA AS FAST AS POSSIBLE.** If you hesitate too long making your way to the switch and fighting the followers, electrical charges sparking from the machinery will eventually kill you and any enemies in the area.



At the top of the stairway enter the elevator and ride it up to the next level. Exit the elevator and run along the platform (you'll jump a gap here) and head up the next set of steps. At the end of the steps, climb up to the platform above and enter the room to the left. Inside you will find two more followers. You can avoid them or hit them once or twice to knock them down. Around the corner to the right, enter the small room and climb the ladder to the next area.



Pass through this small room and exit through the door on the right. Directly in front of you will be another large piece of machinery. Move left around the machine or right passing under the collapsed steps. Next head up the stairway along the right wall. At the top of the steps, jump up and use the overhead pipe to shimmy across the area to the next platform. Follow this walkway around to the left.



At the end of the walkway (by the barrels) climb up to the next walkway. Move to your left and climb up once again to the next level. Now you are once again in an area where you must activate the elevator before proceeding. Quickly run around the area to your left and head out across the catwalk to activate the elevator switch. The blasts and electrical charges are coming fast and furious now. Avoid the Followers of Rambaldi in the area to save precious time. Once again, spending too much time here will prove deadly should the electrical charges gain strength.





After activating the elevator switch run back around to the stairway. You must climb up a portion of the stairs where they have caved in. At the top, head into the elevator and ride it up to the next level. When the elevator stops, run along the catwalk (jumping another gap) and move up the next set of steps.



At the top of the steps, make your way through the door on the left and proceed right through the corridors. At the end of the corridors, pass through the door on the left and move directly to the steel door at the right rear corner of the room. The door is locked! Select your lock pick from your Op-Tech inventory to get through. Successfully making your way through the door within the time limit will bring you safely outside the bunker.



A cut-scene will roll showing the devastating self-destruction of the bunker. A helicopter piloted by Vaughn will land to safely extract you... **MISSION ACCOMPLISHED.**

